

FLIP ME OVER FOR WHAT'S INSIDE!
OFFICIAL!
THE UK'S BEST-SELLING N64 MAGAZINE
All you need 132 PAGES for your N64!
N64
REVIEWED!
P54 ISS '98
Up for the cup again
P72 BUCK BUMBLE
Stinging bee 'em-up action
P62 F1 WORLD GP
Champagne racing at last
PLUS!
ODT
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SCARS
Micro Machines 64
WCW Revenge
Extreme G2
Pocket Monsters Stadium
Go faster!
EXCLUSIVE!
WIPEOUT 64
EVERY TRACK! EVERY SECRET! ALL YOU NEED TO KNOW P34
PLUS! JAPANESE AND U.S. NEWS AND REVIEWS!
TONIC TROUBLE PAGE 44
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OCTOBER 1998
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ISSUE 20

The Monster sleeps...

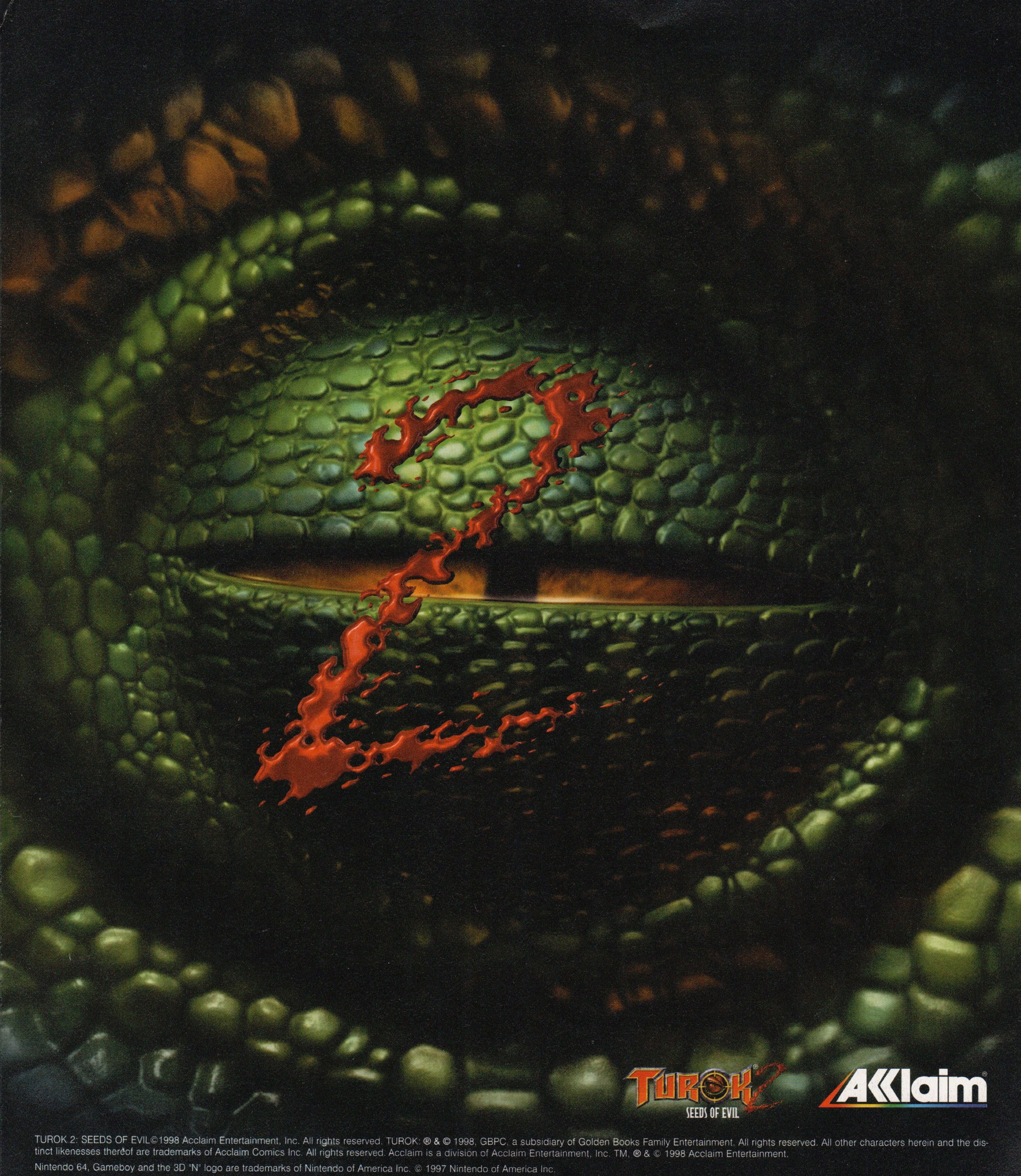
Until October





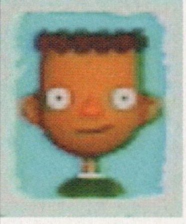
GAME BOY®




TUROK 2
SEEDS OF EVIL
Acclaim

WELCOME TO N64 MAGAZINE

Issue 20, October 1998



Hello! Hello! Yes I'm over here this month.

Pushed into the corner of the contents page! I don't know. Still, it's just another example of how quickly the N64 scene is expanding at the moment.

Take *F1 World Grand Prix*, for instance. We'd seen it briefly at Atlanta's E3 show, but we weren't expecting a finished cart in as quickly as this. Best of all, though, it's absolutely brilliant – quite simply the best racing simulation any of us has ever seen. Turn to page 62 if you don't believe me.

Okay, I'll admit I'm a bit of an F1 fan anyway, but if seeing 20 cars endlessly circling the same bit of track is not your idea of a fun-packed Sunday afternoon, then *Wipeout* is going to be the racer for you. I think we were all privately a bit sceptical about Psygnosis' PlayStation conversion when we first heard about it. Now that we've seen a 90% finished version, though, all we can think about is getting a finished copy to play with. All-new tracks, four-player racing, superb music – what with a UK version of *F-Zero* also on the horizon, the N64 certainly isn't short of top-class racers anymore.

As I write, my football team (Ipswich Town) have yet to score a goal this season. It's lucky really that *ISS '98* has finally arrived in PAL form and I can relieve the Portman Road goal drought in the comfort of **N64**'s games room. It's only when you play the game that you start to realise how many little extra things have been added and how the almost-perfect *ISS64* has been fine-tuned and tweaked to make *ISS '98* even better.

Silicon Valley, Turok 2, Legend of Zelda, F-Zero X, Extreme G2, Micro Machines 64, V-Rally 64 – all due before Christmas. *Perfect Dark, Twelve Tales Conker, Jet Force Gemini, Donkey Kong 64, Hybrid Heaven, Castlevania* – all due out shortly afterwards. You've got the right console and you've got the right magazine. Enjoy the issue,

JAMES ASHTON
EDITOR N64 MAGAZINE



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REGULARS

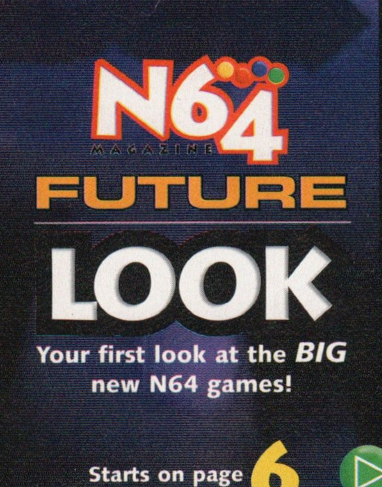
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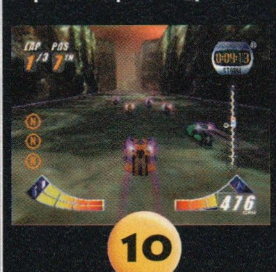


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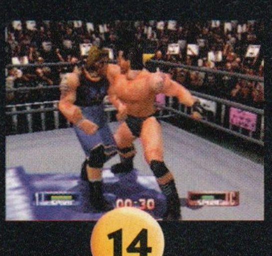
SILICON VALLEY
The most original game on the N64!

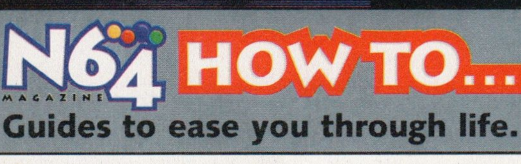
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Faster, slicker, bloodier. *Extreme G*'s sequel squares up to *Wipeout*!

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Fat blokes slug it out. Again. In pants.

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Guides to ease you through life.

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84 ... grunt, sweat, punch and wedgie your way to victory in

WWF WARZONE

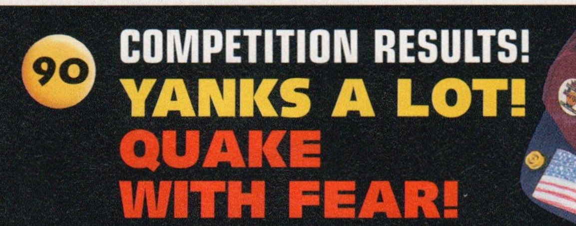
Lycra lunacy – all you need to know to be the best at the best. Er, as it were.

90 **COMPETITION RESULTS!**

YANKS A LOT!

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At last! Find out who won those compos all those issues back.





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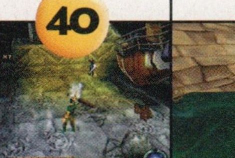


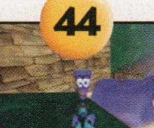
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WIPEOUT 64

EXCLUSIVE! We're the first magazine to playtest the final version of this brilliant racer... 34

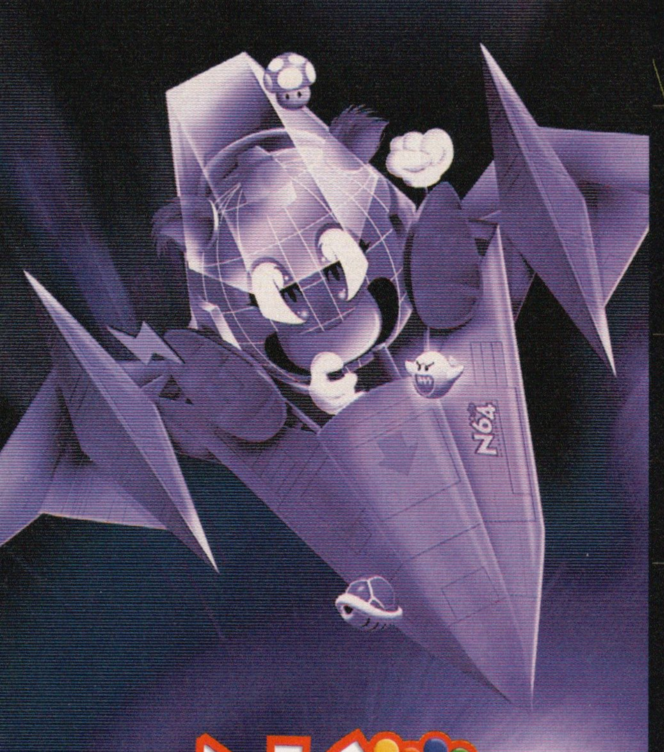
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All-new and all-cool. We get the first look at Psygnosis' second N64 title.
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N64 MAGAZINE FUTURE LOOK

Your first look at the *BIG* new N64 games!

this month

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It's definitely different...

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Can Acclaim's sequel really challenge the might of *F-Zero X* and *Wipeout 64*?

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Super-small racing meets the N64.

WCW VS NWO REVENGE — 14
The men in pants are back!

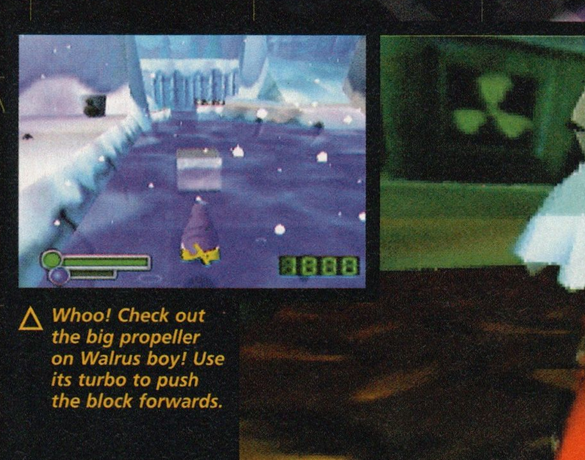




WANT MORE NEW GAMES?

Check out the Coming Soon section of Planet 64 on page 20!

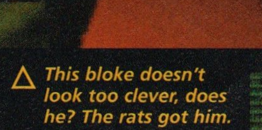
GO! GO!



Whoo! Check out the big propeller on Walrus boy! Use its turbo to push the block forwards.

Luckily, King Rat is completely immune to the foul smell produced by his horrible rat army.

This bloke doesn't look too clever, does he? The rats got him.



It's just water off a springy sheep's back.



This thing eats Rentokil men for breakfast.

SPACESTA

It's been well over two and a half years in the making, but *finally* it's almost here. We've had the latest version of DMA Design's *Spacestation Silicon Valley* in the office for long enough to play through all the early levels now, and it's shaping up to be something special.

For those of you who missed our Special Investigation in issue 18, *Silicon Valley* is a platform-puzzler featuring a set of bizarre robotic animals which you'll have to 'possess' in order to make any progress. But if you want to possess an animal, you first have to kill it – which is where you'll have to start using your brain. For instance, how do you off a giant mine-laying caterpillar-tracked polar bear using only a tiny snowball-throwing penguin? It isn't easy, but it's incredibly satisfying.

Sometimes luring two natural enemies together is the best way to guarantee a kill, and other times you won't be able to get within half a mile of your intended target without being blasted to smithereens. Once you've killed and possessed every animal on the level, you'll still have to figure out which one you need to use to overcome a particular obstacle. Every animal has two abilities, which range from plain old jumping to homing missiles, explosive droppings, teleports, parachutes, and toxic 'rat gas', and you'll need to use them all at one time or another.

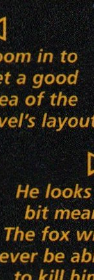
Visually, *Silicon Valley* is top notch. The animals are brilliantly inventive and well animated, from the gunboat walruses to the heli-rabbits, and if you stand on a high vantage point, you get a crystal clear view of the impressive landscape below you. This version features a new camera angle, close behind the animal, which is activated by holding down the Z trigger. It certainly proves very useful for getting a better look at the terrain, as the default camera is sometimes a little too high to get a good look at what you're about to go blundering into, but it makes it much harder to see where you're going to land if you go flying off the edge of a cliff.

The controls vary according to whether your animal has legs, fins, wheels, rotor blades, or propellers, and each animal handles completely differently in terms of speed and manoeuvrability. It's kind of like *Mario 64* meets *Blast Corps*, with a dash of *Paradroid* thrown in for good measure, and it might well prove to be one of the most original games of the year.



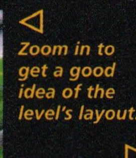


World's apart



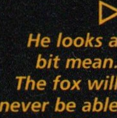
△ The penguin can take care of this basic husky from a distance, but it shouldn't stray too close.

The game's 30 levels are set over four different environments. Doesn't sound like much, but there certainly isn't a lack of scenic variety – far from it. The European levels feature indoor sections, sewers and huge machines (the amazing Rat-o-Matic, which turns cute mice into horrible rats is a treat), as well as the more common green and brown valleys, and this variety is continued throughout the Arctic, Desert, and Jungle levels. You don't have to complete them all in order, although it helps. By completing secret objectives, you'll be whisked from one environment to another, but you won't get far in the Arctic if you don't have the full range of basic skills that the European levels are designed to teach you.



◁ Zoom in to get a good idea of the level's layout.

▷ He looks a bit mean. The fox will never be able to kill him.





LEAVE IT! BAD DOG!
The last place you'd want to take a dog, filthy animals that they are, is the sewers. The dirty mutt will have a whale of a time wallowing in sewage, but you'll never get that smell off him, no matter how many times you scrub him down with caustic soda. Better leave the sewers to animals more suited to it, such as the greasy rat, who'll find many a tasty snack down there and won't sick it back up on your carpet later.







Sniffing around

Once you've completed your mission objectives, you're free to leave the level at any time. However, you might prefer to take the opportunity to explore every nook and cranny, as even if you make it all the way to the end of Silicon Valley, the game won't be 100% completed unless you managed to find all of the glowing ball type things. There are 15 hidden away on every level, and you'll have to search every square inch of ground if you're going to uncover them all.



◁ He's standing up, but he's stone cold dead. Probably rats again.

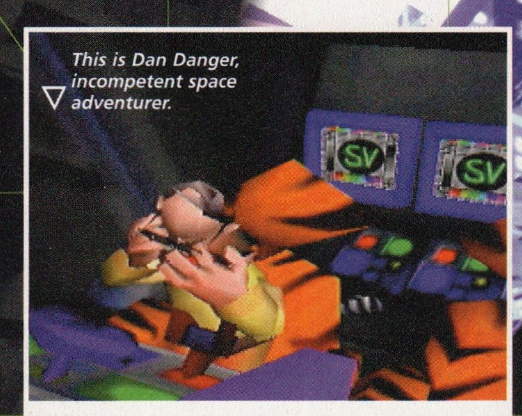
◁ This level's full of sheep-only jumps and ramps, so make the most of the many fluffy bundles of fun you'll find frolicking on the hillsides.

TION SILICON VALLEY

dog eat dog

Spacestation Silicon Valley		
TAKE 2/DMA		
October		1
US release October		

GO! GO! ▷

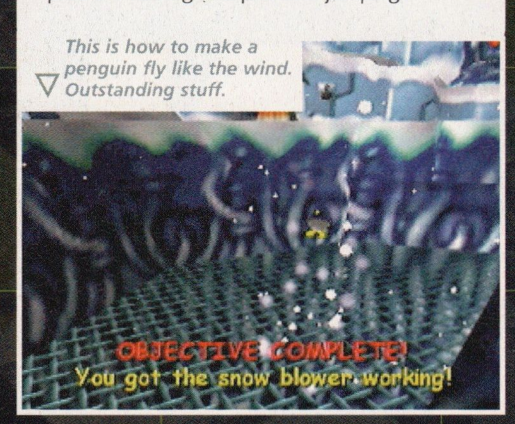


This is Dan Danger, incompetent space adventurer.

How it works

Each level presents you with a set of objectives to complete, and (usually) a relatively weak animal to start with. No matter how skillful you are at making your animal perform acrobatics, eventually you're going to have to get down to the tricky business of killing something considerably more powerful in order to progress. The best way to explain exactly how *Silicon Valley* works is to give you a quick walkthrough of one of the early levels. This one is Battery Farm, a simple but fairly typical mix of problem solving and platform jumping.

This is how to make a penguin fly like the wind. Outstanding stuff.



SPACE STATION SILICON VALLEY
Mission Brief
The Battery Farm
The farm's gone to the dogs! Damn mutts too over the farmhouse and set up an electric fence around the exit. And I need chow - now Get me some carrots!
- Raise the bridge sections
- Grow some carrots
- Switch off the elec

1 Let's start at the beginning then. Your objectives here are to raise the two bridges, grow some carrots, and turn off the electric fence guarding the exit. Sounds easy enough.

2 You start the game as a humble mouse, equipped with a stinging tail attack and a turbocharged engine, and you seem to be stuck in a large pit.

3 Better get out of there then. Line your speedy rodent up with the series of ramps and use its turbo. After a few practice attempts, you'll fly up onto the next ledge.

4 Okay, so where to now? Better go find those bridges, the electric fence, and somewhere fertile to grow your carrots.



5 Here's the bridge then, but the switch to raise the missing section is over on the other side. Unfortunately, blue mice can't jump.

6 But here are some animals that most certainly can. Get yourself into that pen, mousie!

7 Take a good run up at the ramp, start your engines and...

8 Wheeee! You'll believe a mouse can fly.

9 Sheep are completely defenceless, but watch out for that nasty old ram. Get to work with your tail attack. Swipe, swipe, swipe... Got one!



10 Possess the lifeless bag of wool. A nice fluffy sheep will just float over the bridge.



11 Touch the switch and you're halfway to completing the first task.

12 Here's the next bridge, but it's too far to jump, even for a sheep.

13 Switch the tap on to grow the carrots, and they make a handy set of steps up to the next level. Task completed.



14 Trot round the side, down the slope, and raise the last bridge section. Another task in the bag. The electric fence is up the top.



15 Watch out though, because it's guarded by a pair of foxes who will kill a sheep in seconds. Better get a more powerful animal then. A rocket dog would do nicely.

16 But how does a sheep kill one of these missile firing beasties? With stealth, cunning, and a large weighted block on a chain, that's how. Squish.

17 Look at that. Only the finest pedigree dogs come with a 1.6 litre engine. Even fewer come with rocket launchers.



18 One swift volley from rocket dog and you've got yourself a fox! Unfortunately the foxes can't work the fence switch.



19 Back to the dog then, and the switch kindly obeys this time.

20 Wheel yourself into the kennel, Fido, and take the exit teleport out of here. Nice work, but there are still secrets to be discovered before the level is truly completed.



Stop, look, listen

Accomplishing certain tasks or finding a secret area will often release a hidden animal (pre-killed, of course) for your amusement. Sometimes they're very useful though – can't kill that pesky fox family in Honeymoon Lagoon? Hidden somewhere in the level is a sheep-on-a-spring, which can drill through foxes in no time at all. Makes a rather good speedboat too!



△ *Bonus animal ahoy! Life doesn't get any better.*



▽ *Not the kind of behaviour you'd expect from a sheep.*

△ *The very latest thing in genetically modified food.*

skill B	fox
water resistance	europe
mass	teleport
armour	tail attack
strength	ok
traction	light
fall distance	light
production	medium
engine	average
int	medium
	short
	electric

△ *Basil Brush eat your heart out. This teleporting electric fox is the business.*

Coming soon...

So is this the last update you'll read before we finally get to bring you the review of Silicon Valley? We certainly hope so – after all, the game plays so well in its current incarnation, it's hard to see how any last minute tweaks by DMA Design could make that much difference. This version looked as near to a finished product as you can get – the control is silky, the graphics are crisp, and the music is foot-tappingly cheesy. We'll be (mildly) surprised if our review cart turns out to be all that different.

Keep your eyes peeled, folks.

EXCLUSIVE FIRST PLAYTEST OF THE SEQUEL TO CHALLENGE WIPEOUT!



The viewing distance is excellent. Look at that!

Like F-Zero X, Extreme G 2 now lets you know who is in front of you. Handy, that.

Notice the trails? The new team behind Extreme G 2 are big fans of Wipeout. It shows.

A rattling good race through a futuristic cloud city.

Then a quick pelt through the jungle. Use your weapons wisely.

The detail and resolution is very high. Probe told us that the differences between this and the PC version are minimal.

Underground caves. Nasty. The three N's on your left are your nitros. Use them.

EXTREME

Given the success of *Extreme G* (700,000 copies sold to date), it may come as a surprise to learn that this sequel is an almost entirely different game.

Stripped down to its bare bones and then rebuilt again, *Extreme G 2* is the result of almost two years *really* hard graft by Probe. Even whilst the first game was heading towards the end of its development time, a separate team was busy dreaming up new ideas for this follow-up, putting them into practice and correcting some of the obvious flaws of the original. Indeed, Probe describe *Extreme G 2* as a separate project altogether. "Everything has changed", they explained to **N64**. "Even the name. It's going to be known as *XG2* now."

The major fault with *Extreme G* was its tendency to throw you about the track, having you scraping up against walls almost the entire time. There was definitely a sense that you were never in full control of what you were doing. "We realised this to a certain extent," says Probe. "So, we've made the tracks wider and the bikes easier to control. We've also slowed the speeds down a bit so the player has maximum control. It's much better."

VISUALS *Visually, XG2 is amazing. Later on, there's even an incredible-looking tunnel system with decor straight out of the Alien films.*

XG2 has 36 tracks, shared across 12 worlds. Or, rather, it has 12 tracks (one for each world) divided into thirds, with each third as long as a single course in *Wipeout 64*. It works like this: on Easy level, you can only access one of the routes/thirds, while by reaching Medium and then Hard difficulties you open up the second and third, er, third. Each third of the track isn't graphically different (it keeps within the particular theme of that world) but it does offer a gradually increasing level of trickiness. Hard, needless to say, is pretty formidable.

Visually, *XG2* is amazing. Like *F-Zero X*, there's a barrier-less tube, which you can ride, revolving around its body until you reach solid ground again. Also, there's a jungle level where a volcano is spitting lava into a pool and, when your bike crosses above the lava, the light shines up and glints off the bodywork. Later on, there's even an incredible-looking tunnel system with decor straight out of the Alien films. This one,

Suspension of belief

New to *XG2* is realistic suspension. Before each bike was put onto the tracks, Probe spent time creating each individual part of the bike to a pre-designed spec. So, when you watch the races, you can actually see the back wheel 'bounce' and swivel as it hits a bump.

This has a positive effect on the way the game 'feels'. Using the Right shoulder as well, you can turn much more sharply than in the original game but, additionally, you can shift the weight from side-to-side on the bikes to allow tighter corner-taking.

It's worth watching out for the Honda Pantheon too, the *XG2* bike designed by Honda themselves. Entirely made from silver, it's the fastest default vehicle in the game and the one with the best, most forgiving suspension. Sit down and strap in...



△ The Alien films get a nod in the design stakes.

◁ The Mooga bike makes a return with a re-design.

Extreme G2	
PROBE/ACCLAIM	
October	1-4
US release October	

especially, is astounding. Notably, Probe have also managed to minimise fogging, even though the scenery is drawn a long, long way into the distance. This aspect of the game is especially good news.

Weapons are now easier to spot as they form bright green circles on the track and, once collected, are accompanied by a sassy voice telling you what you've just picked up. The best new inclusion, though, has to be the rear-firing missiles which, when released, you can watch home in on an opponent via a 'following' camera in your rear-view mirror. Additionally, *XG2* is remarkably bloody. When you die, your bike explodes into lots of little pieces (wheels run off and the suspension drops) and buckets of red stuff spatters across the track.

XG2 is up for release in late October. Just in time for that head-to-head with *Wipeout* and *F-Zero*, then.

TO BE CONTINUED... We'll hopefully be reviewing *XG2* in the next issue of **N64**. Get ready for some speeeeed...

BRILLIANT NEW SHOTS OF THE MOST ADDICTIVE RACER EVER

MICRO MA



Explosions! Get too near this sand castle and you're looking at DEATH.

Breakfast racing. Bit more interesting than a bowl of Alpen, eh?

Skidding round that snooker table. Weeeeee!

You can always rely on there being a decent number of obstacles.

Jump the playing card and keep in touch with the leader. Oh, go on.

And eight players can compete at any one time. That's going to be tremendous fun.

The camera zooms in to take in the starting grid.



CHINES 64 TURBO

the small races

Micro Machines 64 Turbo	
CODEMASTERS	
October '98	1-8
US release November '98	



And on your left...

A mix of new and old sights to see. Welcome aboard as we tour *64 Turbo*...

POOL TABLE! *Race across the green baize and drop down the pockets. Also, expect balls to roll across your path, cues to be used as bridges and races to be conducted along the narrow sides of the table.*

KITCHEN! *Micro Machines, breakfast-style! Spilt milk makes it super-difficult to negotiate hairpin bends and cereal boxes are used as jumps. Oh, and watch out for that falling toast too!*

GARDEN SHED! *This tricky level is made even more difficult by the fact that this magnet will pull you in as you rattle around. Other sights worth seeing? Hazardously-placed nails and working drills.*



SCIENCE LAB! *This particular course was one of the best in V3. Rattle past test tubes and conical flasks, then spin your way across this brilliantly detailed periodic table. Fantastic!*

Who's played *Micro Machines* before, then? Ooooh, there's tonnes of hands, there. Truth is, Codemasters' inspired super-small racing game has just about taken every platform it's ever been on by storm. And now, with the latest incarnation, it's the N64's turn.

Micro Machines 64 Turbo, then, uses the engine from the classy *Micro Machines V3* and redesigns the exterior. Sooooo, N64 owners will now be able to enjoy new courses, new vehicles and a new playing configuration, in the form of beautifully precise analogue control.

The tricky thing with *V3* was that it was the first *Micro Machines* game to be viewed in 3D (or sort-of-3D, anyway) and, whilst its camera was relatively reliable, swinging from side to side as the vehicles did likewise, it occasionally made it difficult to memorise courses (often the key to succeeding at *Micro Machines* games). Subsequently, in a way, you couldn't help wishing for that older, less showy, but more predictable top-down perspective.

Well, *64 Turbo* gives you the best of both worlds. Whilst its camera is as moveable as *V3*'s, its default position is higher and steadier, offering a wider, and more playable, view. Nice.

So, less worrying about the viewpoint means more uncontrollable staggering as you gawp at the sheer number of available competitions: one-player tournament, one-player head-to-head, multiplayer, single race, team mode, party play mode and time trials. Plus! There's also going to be the option to use weapons, as well as upgrade and win 'prize' cars like 2CVs, camper vans and hovercrafts. The latter is a particularly fine inclusion as you can save your prize car onto a memory pak then take it round to a friends, download the information and compete against him with the prize car as the, er, prize. Rather nifty, that.

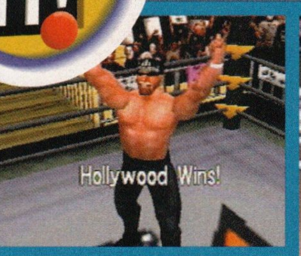
In V3 there were a massive 48 tracks to play on. In *64 Turbo*, some of these have been taken away to compensate for the new, N64-specific ones. However, there are some familiar favourites: the pool table (with open pockets so your diddy cars can disappear down them), the kitchen table complete with toast and toaster, the science lab (where cars race across a fantastically detailed periodic table) and a lounge, with a full-size, sleeping cat.

There's also going to be some pond areas so players can use the speed boats, and we might even see the return of the helicopter, which proved one of the most difficult vehicles to control in any *Micro Machines* game. There'll also be monster trucks (for the rough terrain of the, um, dining room) and what look like F1 cars, with super-fast top speeds. Vrooooom!

More news as soon as we get it.

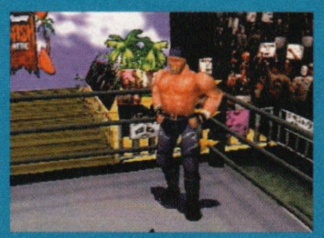


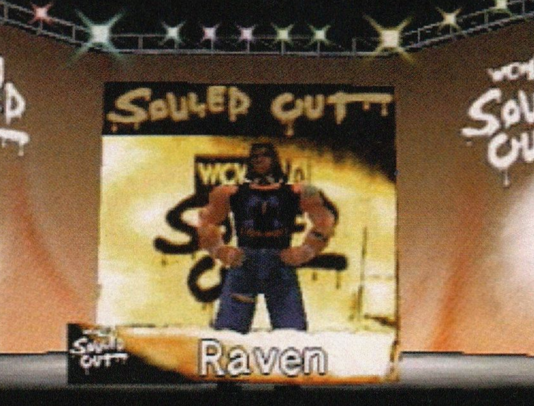
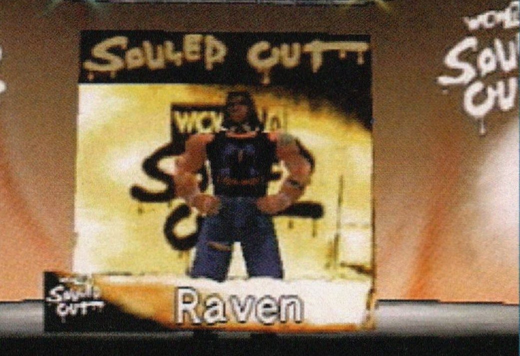
TO BE CONTINUED... Expect *64 Turbo* to arrive in November with a screech. We can't wait...



△ Ironic name, considering his hilarious movie career.

▽ The wrestler formerly known as the Hulkster.



△ Don't look at us like that, Ravo. It's just too darned scary!

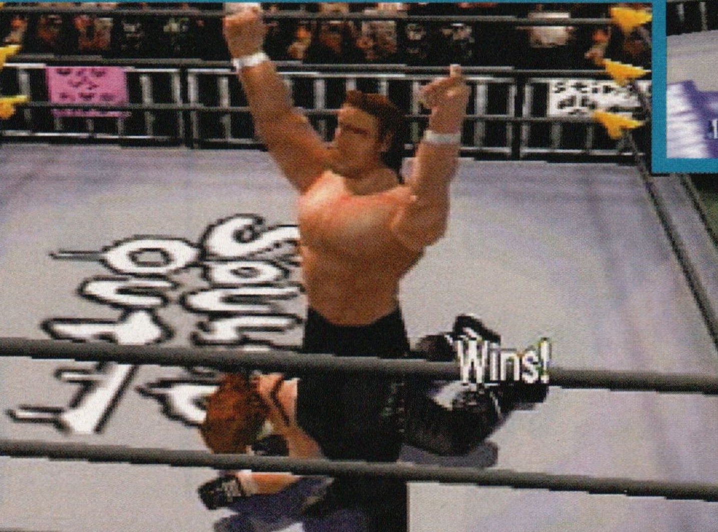
You betcha he does. Serves his opponent right for wearing a leotard. The fool. ▽

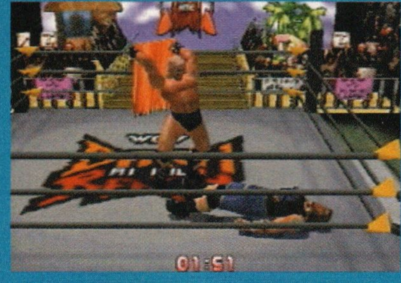


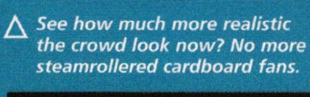
△ Eat my shorts! It's best not to lie down when your opponent's got full spirit.

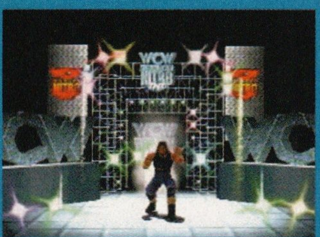
▽ Administering a tonking, with the aid of a large plank of wood. And a table top.

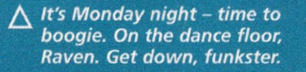


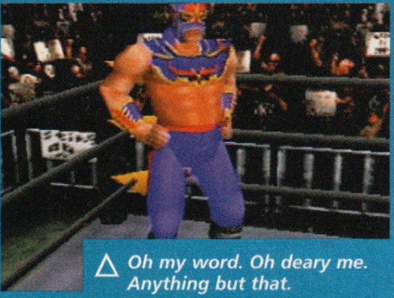





△ See how much more realistic the crowd look now? No more steamrollered cardboard fans.




△ It's Monday night – time to boogie. On the dance floor, Raven. Get down, funkster.



△ Oh my word. Oh deary me. Anything but that.

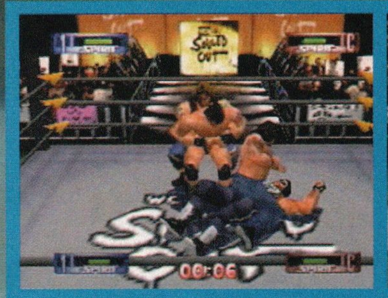
WCW vs

WCW vs NWO Revenge	
T•HQ	
September	1-4
UK release November	

FIRST PICS!

Head stompin' good

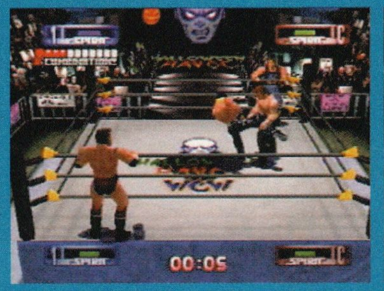
Wrestling games really come into their own when four players are competing simultaneously, and *WCW vs NWO Revenge* certainly allows for some superb grudge match action, with tag teams, rumbles, or bitterly unfair three against one beatings. Plus, any wrestler who loses early can patrol the ring apron, pulling opponents out and giving them a going over with a handy length of steel chain. Nice.



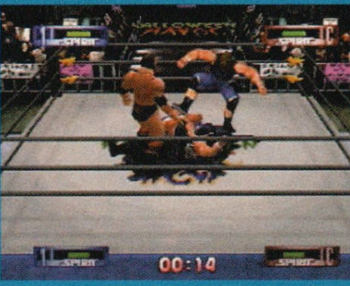
△ *Chaos, with a large side order of mayhem thrown in for free.*



△ *Hey, that sounded good. Anyone need a new wrestling commentator?*



△ *Oh yeah, they're really rumblin' tonight! That's gotta hurt!*



△ *This is too horrible to watch. I hope he only suffers minor brain damage.*

They're back! Lex Luger, Randy 'Macho Man' Savage, 'Hollywood' Hogan and an assortment of other ridiculously monikered overweight former bodybuilders will soon be ensuring that the storming *WWF Warzone* (which scored 85% last month) doesn't have things all its own way in the N64 wrestling stakes.

The original *WCW vs NWO* received a somewhat lukewarm reception in issue 12, but proved to be surprisingly popular with hardcore grapple fans, with the see-saw nature of the fights earning it many admirers. *WCW vs NWO Revenge* is a straight sequel of the 'bigger, better, more' variety, with new moves, improved graphics, and a reputed 80 different wrestlers on a 128M cartridge.

The version we played was some way off completion, with only a handful of different characters actually playable, but it certainly looked to be a big improvement over the original. The game is now considerably faster, and plays much more like an arcade game – there is a *GASP*-style points system, based on the difficulty of the moves you used, for deciding drawn bouts, and ordinary moves can be chained together for a combo bonus. There are new weapons too, ranging from dustbins to briefcases, and you get a period of 20 seconds' grace to sift through the crowd to find them before you're counted out, so you can expect the fights to degenerate into baseball bat-swinging, lead pipe-hurling mayhem on a regular basis. The majority of the action is still based on grappling, bashing the buttons to try and force your opponent down, which was one of the main reasons for the original's appeal. The spirit meter makes a comeback too, ensuring that a player who is losing badly always has the faintest chance of making a rousing comeback.

The most noticeable visual improvement is in the arenas, which are based on real WCW pay-per-view events such as Halloween Havoc, Bash at the Beach, and Souled Out, as well as regular programmes like WCW Thunder and Monday Night Nitro. Not only do they look terrific, they also enable you to play through a WCW season on your quest for the championship belt, taking in several different styles of gameplay. Each wrestler has an authentic entrance to the ring, usually through a cloud of dry ice to the accompaniment of a suitably ominous theme tune, and the wrestlers don't suffer quite so much from the original game's frequent clipping problems – although they do still appear to skate across the floor. Action replays are included for the first time, automatically kicking in when a secret finishing move is performed.

Overall, it still doesn't look quite as slick as *Warzone*, but the sheer size of the game, with five times as many wrestlers, and the improved variety in the gameplay should ensure it holds its own in a fair fight with Acclaim's goliath. Expect to see *WCW vs NWO Revenge* towards the end of November, when we'll be giving it a hearty slap on the back or a good kicking, as appropriate.



△ *Time for a special finishing move. Raven is going to be very surprised by this one.*

NWO REVENGE
men in tights II

TO BE CONTINUED... We should have a review of *WCW* just in time for Christmas.



Nintendo be

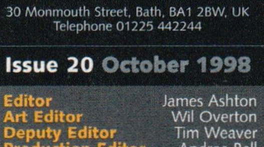
Shigeru Miyamoto is coming to London. And Ban

Shigsy, the man whose maze-like mind helped create *Mario 64*, will be coming to this year's ECTS videogame show in London, to bolster Nintendo's already impressive presence.

After Nintendo of America chief Howard Lincoln announced he would be making the journey to the UK for September's normally-pretty-low-key UK equivalent of E3, Nintendo of Japan chipped in with an even bigger surprise. Miyamoto, a rare visitor to our fair (and rainy) shores, will arrive to talk about *Zelda 64*, Nintendo's biggest game to date and one that will make up a huge part of their show stand alongside *F-Zero X*.

It's a final indication that, with Nintendo of Europe now firmly in place, Nintendo are ready to take the European market as seriously as they do America and Japan. Quite timely as it turns out too, with recent figures showing the UK alone is close to breaking one million hardware sales and Europe, overall, is rapidly closing in on Japan's sales to date.

The Shigsy news is also a rosy follow-up to some glorious *Banjo-Kazooie* elation this past month. Rare's fantastic bird-and-bear story soared right to the top of the All-Format chart



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SHORT CUTS

UP THE 'LANTE

Activision have announced they will be developing and publishing the N64 version of PlayStation title *Vigilante 8*, the *Twisted Metal*-style cars-with-guns game, from their in-house studio.

Well received on 32-bit, the game sets the player down in a war-torn futuristic environment, where psychos drive about in souped-up, arsenal-heavy cars, firing a range of ever-more-impressive weapons at each other. It's like *Mario Kart*'s battle arenas on a grander scale. Without Bowser. The game is scheduled for Christmas. Let's hope it's not just a standard conversion, eh? Pictures next month...

LORRY LAUGHS

Look out for the Nintendo Challenger which'll be coming to an exhibition near you soon! Like that lorry in Knight Rider, the Challenger is an HGV with a difference: its back opens up into an N64 demo area with *GoldenEye*, *Banjo-Kazooie*, *Mario 64* and *F1 World Grand Prix* in the back.

The Challenger will be at the MaxMania exhibition at Heaton Park in Manchester on the 19th September with the brilliant *1080° Snowboarding* debuting on PAL for the first time. It'll be appearing again at the BBC Big Bash at the NEC in Birmingham between 24th and 29th November. The latter is likely to be particularly exciting as *Zelda 64* will be there in person. Write those dates down then and if you're in the area make sure you pay the lorry a visit.

ar up!



jo's kicking some click clock...

in its first week, shifting a staggering 25,500 copies in the seven days after 31st July, and whipping current PlayStation darling *Colin McCrae Rally* to within an inch of its sorry little life. Also up for a furry shoeing was *Tomb Raider* and *Gran Turismo*. Tee hee.

Indeed, talking to Nintendo this month, it would appear that since *Banjo*'s release, a huge number of machines have been bought, solely for the purpose of being able to play Rare's masterpiece.

Banjo will, of course, be only one of the exceptional games on show at ECTS. As well as *Zelda* and *F-Zero X*, expect *1080°*, *Twelve Tales: Conker 64*, *Turok 2*, *Wipeout 64*, *V-Rally 64* and a new *Perfect Dark* video. We'll have a full report for you next month...

Thankyou!

N64, once again, reigns supreme. And it's all down to you...

Just a couple of days before N64 went to press, ABC (the Audit Bureau of Circulation), the people whose job it is to accurately count the number of magazines sold each month, contacted us with some good news. N64 is STILL the UK's best-selling Nintendo 64 magazine!

You may remember that six months ago, thanks to you, **N64** clocked in with 43,576 copies of the magazine sold each month. Well, now our official figures are 56,310 – a rise of 29.2% over the past six months. This is brilliant news! But, we want to be even bigger and better. So, from next month, we're going to have MORE reviews, MORE tips and MORE exclusives. Oh, and between now and Christmas we'll also be carrying MORE surprise free gifts too! Tune in next month for the first.

Once again, thank you for your support. We certainly wouldn't be here without you! Here's to an even *more* successful six months. And if anyone fancies a kicking on *ISS '98*, Tim says he's "well up for it". Be wary of his footballing skills, mind. Martin is still recovering...



Turok 2 bigger than Zelda!

Or, at least the same size. Yes indeed, the biggest game-related news this month has to be that long-awaited dinosaur-hunting sequel, *Turok 2*, will come on a MASSIVE 256Meg cart – exactly the same size as *Zelda*.

Acclaim were happy to confirm to **N64** that this much-talked-of rumour was true. Also, the company suggested that *Turok 2* would be compatible with a 4Mb Expansion Pak, allowing it to run in incredibly tasty 640x480 high-res mode (like *All Star Baseball*). This is obviously on the condition that the paks are made available for the game's release by either Nintendo or a third-party.



POCK MARKS

The Pocket Camera has been selling like wildfire over the course of the past few months. Exact figures have yet to be collated by Nintendo's British agents THE, but the chance to photograph and then disfigure yourself has obviously proved too much of a pull for lots of people. Now all we've got to hope for is that *Pocket Monsters* makes it over for next year...

DERBY COUNTY

Psygnosis, talking exclusively to **N64**, have suggested that *Destruction Derby* could be their next N64 game. *DD*, which originally came in two instalments on the PlayStation, involves vast amounts of car carnage, with one area of the game pitching you down in a circular arena with the sole task of being the last car to survive. Expect the big news FIRST in **N64**.

CHEAP CHEAP!

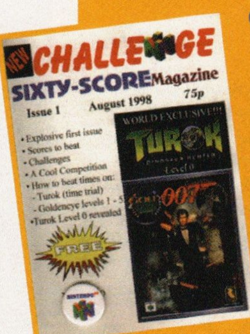
In response to some disappointing sales, EA's *World Cup '98* has been reduced in price to a more reasonable £39.99. However, with the superb *ISS '98* now in the shops for EXACTLY the same price, perhaps the drop isn't quite as extensive as it needed to be. Our advice? *ISS '98* every time. Judging by the hours of fun we've had here with it, you won't regret it...

CORE BLIMEY!

Core, the people behind this month's *Fighting Force* (see page 26), have confirmed that they have two more games planned for the N64, both of which will be out at the end of next year. Whether they'll be original games or conversions of some of the company's partially impressive back catalogue is sadly still unknown. So, *when* does that *Tomb Raider* deal expire...?

FANZINE FARM

I'm just goin' down the cow shed, Granny. Oh. Tsk. Look what I've just stepped in!



CHALLENGE SIXTY-SCORE

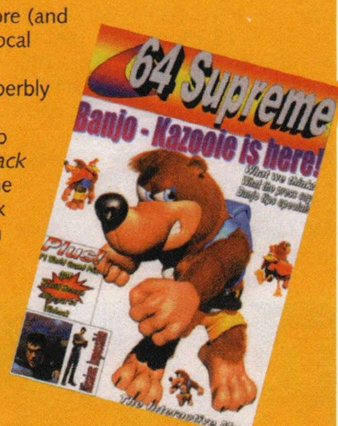
Now this is an unusual type of vegetable. Not a fanzine as such but a magazine entirely devoted to tips, cheats and times to beat. Clever, that. So, once you cut it open with a serrated kitchen knife and dig out the pips, you'll find there's a tremendous guide to *GoldenEye*'s first five levels and a precise guide to *Turok*'s time trial (with maps!) which is sub-titled, "Beating Challenge H in **N64** Magazine!". Fantastic. There's also barn-fulls of times to beat and specially-arranged challenges. And all for 75p! Snap this up now!

• CSS can be ordered from Robert Gallagher, Meadow View, 14 The Drove, Horton Heath, Eastleigh S050 7NW. Or phone on (01703) 601106 in the evenings.

64 SUPREME

We've featured this one on the 'Farm before (and it won prize marrow of the month in the local fete as well!) and this latest issue is just as impressive. All in colour, 64 Supreme is superbly designed and confidently written, with a review of *Banjo* and previews of all the top games – *Hybrid Heaven*, *Zelda 64*, *Win Back* and *Wipeout 64* – coming this year and the early part of next. It comes with a free disk of screenshots and in a heftier format than the one we got delivered this month. Just write away for the final edition. Good stuff.

• 64 Supreme is up for grabs at 15 Bridus Mead, Blewbury, Oxfordshire OX11 9PJ. Robert Hewson is the Editor and the mag costs a hefty-ish £2.50.



WHEN I'M SIXTY-FOUR

This first growth of the season is absolutely tremendous. Okay, so maybe it looks a bit scruffy but it's everything a good fanzine should be: enthusiastic, games-orientated and humourous. It also comes free with a *Zelda* comic strip that Wil Overton would be proud of. We'd, er, imagine. Inside there's reviews of *Banjo*, *Quake*, *Mystical Ninja* and *Snowboard Kids* and previews of Rare's secret vegetable patch. All in all, a good showing.

• Available from Gearoid Reidy, Rhode, Tullamore, Co. Offaly, Ireland, When I'm Sixty-Four costs £1.50. Tastes a bit like our freshly grown strawberries.

Got a fanzine? We want to see it! Send your choicest produce to: Fanzine Farm, **N64** Magazine, 30 Monmouth Street, Bath BA1 2BW.

New Goods

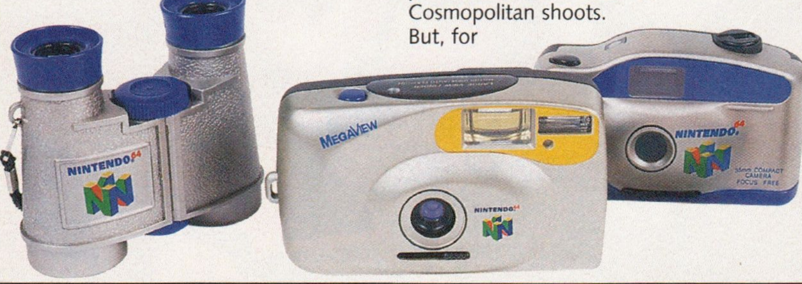
They're new. They're goods. Though they're not necessarily 'good' (phnaar)...

Nintendo Ghetto Blaster
Nugen • £TBA • 01992 707407
Now we're talking. Or, rather, *not*. We took this out the packaging and the aerial fell off. Even for *this* collection of licensed rubbish, the Ghetto Blaster has some of the worst moulding we've ever seen. The tuning switch doesn't actually tune. It gets stuck halfway and, when you manage to finally get it to 'tune' some more, the tuning dial flips back to the start of the line. Not exactly ideal for looking cool outside John Menzies, is it? **25%**

Nintendo Binoculars
Nugen • £TBA • 01992 707407
There's nothing more certain to get you into trouble than peering through a pair of binoculars into next door's curtainless windows. Fortunately, then, if the coppers turn up, you'll be able to tell them you couldn't see anything anyway. Stick these in front of your eyes and you'll notice virtually no change at all in viewing distance, just a slightly blurred image of whatever you're looking at. Like standing very close to a wall. All the time. Tat. **34%**

Super Mario 64 Walkie Talkies
Nugen • £TBA • 01992 707407
With its 'flexible safety antenna', 'belt clip', 'volume control' and, best of all, 'On/Off switch', the *Super Mario 64* Walkie Talkie pairing actually isn't too bad. Okay, so its 'talking' distance (i.e. the distance you can communicate from before things go crackly) isn't much longer than the distance between your foot and your head, but at least, if you, say, get lost on Dartmoor, you can find out where the other members of your party are. Providing they're fairly close. Or they aren't lying injured in a boggy pit. Not good. But not bad. **51%**

Nintendo 35mm Camera
Nugen • £TBA • 01992 707407
Say cheese! It's heavy, has a pleasingly large viewfinder and a nice 'click' when you flip the lens cover across. Of course, picture quality is all important and, unsurprisingly, those photos don't come out like Cosmopolitan shoots.
But, for



TRACK ATTACK!

F-Zero X, the bestest, fastest, smoothest racer ever, has thrown another MASSIVE surprise into the melting pot of speed. The news is that, after you've beaten the game on the hardest difficulty setting, the game gives you a random track generator, which creates an entirely new course from scratch *every single time you play*. We'll have more news on this very soon.

messing around on holiday (and then losing it in a market in Tenerife), it's cheap and cheerful stuff. Quite nice.

67%

Nugen N64 Controller

Nugen • £19.99 • 01992 707407

Well, well, well. Well. Plugging this blue-tinted little number into our N64 and then plugging our way through a dour 1-0 away win in Uzbekistan on *ISS '98*, we were almost ecstatic at the sight of just how GOOD this new pad from little known peripheral peddlers Nugen was. Indeed, it's, without a doubt, the best third-party joypad we've ever reviewed.

Things look good from the start: it's lovingly constructed, with solid, almost-see-through plastic wrapped around its innards. The action buttons don't 'pop' or feel too clunky and the C-buttons are perfect; just the right height and with minimum 'click'. The shoulder buttons are also a bit of a winner. They're a little small but have the right weighting.

But, analogue control is the big surprise. The top of the stick doesn't have the grip but the way it moves is expertly reminiscent of Nintendo's pad. It doesn't swing and its movement radius is nice and tight. And it feels stiff enough, suggesting it can cope admirably in the endurance stakes and offer a precise aim in *GoldenEye*. Twenty notes well spent.

91%

Nintendo Stereo Radio

Nugen • £TBA • 01992 707407

Next up on the production line of Nintendo-licensed junk is this radio, which is surely only destined for a life in your local 'Everything for a Pound!' store. With AM and FM settings and an LED light to tell you WHEN IT'S ON, the radio doesn't so much receive your favourite channels, as make a constant noise not unlike Mr Blobby's voice. We tried picking up Radio Five. We failed.



26%

RETROWORLD

with Jason Moore

Let's return to the days when people still sucked Spangles.

Interestingly, the handheld sector of the collecting scene is going from strength to strength, and it's easy to see why. Since their invention in the mid-seventies they grew in popularity. The sale of handheld games at its peak accounted for 31% of the entire toy industry, transforming manufacturers like Epoch and Nintendo into huge companies, giving them the resources to invest into the wider video game arena.

Since around 1984, with the arrival of the truly low priced games console, sales of individual handhelds has continued to fall. Some of the blame for this rests firmly with Nintendo, who replaced their G & W range with the Game Boy, and in one fell swoop, made the handheld redundant. The few that remain in the arena, Bandai, Tiger and Epoch, cling onto official licenses, their only marketing weapon in the face of such stiff Game Boy competition. While it is sad that the LED handheld died in the struggle for supremacy, with exciting developments like the camera, printer and Colour Game Boy, we have little to complain about.



RAIN SHOWER

Personally I prefer the kind of Game & Watch which opens sideways, to the ones that open top to bottom, though there were far fewer of them produced. *Rain Shower* is another one of those games which gives you a pretty awful job to do. This time it's drying some washing! You are situated in a nice house, half of it spread between the two screens. Trailing from the house are four washing lines, each with one or two shirts hanging from it. For some reason, you have decided to leave them out, despite the fact that it's raining. Wind the lines left and right, moving the shirts out of the way of the drips of rain. If one gets hit, then you'll gave to ring it out in the shed. Though the gameplay may seem simple, lining the shirts up between the lines is rather tricky. A strangely themed game, but typical of devious G & W game design.

RETROFACTOR 84%

PINBALL

One of the few Game & Watch titles which speaks for itself, *Pinball* is a very smart double screen game. Every G & W game has its very own distinctive colour, but *Pinball* suits its black exterior and facia admirably. *Pinball* is a very difficult game to emulate on a handheld with a limited resolution. Each ball position has to be pre-programmed, and the fewer pre-programmed spots, the less realistic the movement of the ball. Unfortunately, the ball in this game is quite large, and though the 75 possible ball positions may sound a lot, it actually makes for quite jerky movement. That said, the game is still quite playable, and the ball always seems to move in the direction you expect it to. The table is split between the two screens, with a set of flippers in each. The various bonuses are well positioned, and the screens boast colourful artwork, giving it quite an individual look. Overall, a brave attempt at a genre not best suited to a LCD handheld.



RETROFACTOR 81%

SAFEBUSTER

It may be called *Safebuster*, but thankfully it's not some kind of ultra-dull code cracking game. Instead you control a policeman, armed with a giant jug. You run left and right on the roof of a bank in the bottom screen, catching bombs and at the same time preventing them from blowing up the bank. To the left and right of the bank are two chutes, with which you can dispose of the bombs. Your jug is only big enough to catch three so you have to keep emptying it. In the top screen is an angry robber, who is throwing the bombs from a rather well stocked crate. If you dispose of the bombs in your jug via the left chute, a burning flame is sent up the side of the screen. Each bomb makes the flame raise higher, but beware, as its supply of bombs slows, it slowly falls down again. If you manage to get the flame to the top of the screen, it ignites the crate of bombs, disposing of the robber in the process. The level of difficulty is dictated perfectly in this game, and with clear cartoon style graphics, and a hard to complete objective, you are sure to be playing *Safebuster* for hours.

RETRORATING



89%

Jason Moore can be contacted at: 61 Baccara Grove, Bletchley, Milton Keynes MK2 3AS



Violen

Updating you on the N64 games of the future

This month including:

WIN BACK
HYBRID HEAVEN
CASTLEVANIA 64
TUROK 2: SEEDS OF EVIL
ROGUE SQUADRON
GLOVER
FIGHTING FORCE
THE LEGEND OF ZELDA

WIN BACK

KOEI	96M	 1	December	TBA

NEW PICS!

W*in Back* is the first N64 offering from strategy game specialists Koei. Fortunately, it looks to be far more than their usual, super-slow trawl through enemy-infested waters.

Instead, *Win Back* combines *GoldenEye*-style tension and mission objectives, with the stealthy creeping around of *Metal Gear Solid*, placing players into the role of Jean-Luc Cougar, elite operative in anti-terrorist organisation SCAT. Your mission? To deal with terrorist group, The Crying Lions, who have infiltrated a government research centre.

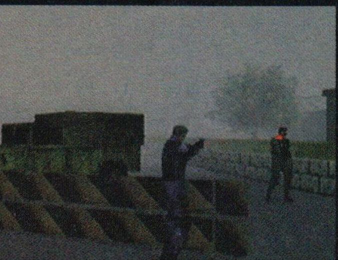
The game is split into four main areas, each of which must be secured without alerting the terrorists to your presence. You don't have the same level of firepower at your disposal as Bond did, and the enemies are a lot tougher, so the only way to survive and make progress is to mount swift, deadly surprise attacks. The bad guys all have individual patterns of behaviour, with some of them quick to investigate any accidental noise you might make, and others refusing to leave their posts unless you actually take a pot shot at them.

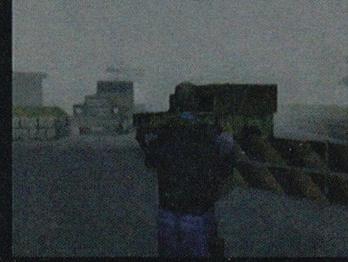
Spraying a room with shotguns pellets will take care of any immediate threat, but you'll soon be swamped by reinforcements from other areas, so learning how to control Cougar is the first priority. Fortunately, Jean-Luc is an athletic sort of agent, capable of springing from behind corners, or rolling under tables to find cover. He also has a pretty tasty aim, so you can creep up into a good sniping position and pick the guards off at long range, making your escape before they realise where you've been hiding.

△ Explosions. They will be the death of you yet. Oh. They already are.

▽ Yeah. Nice pose. Shame everyone's gone to watch the National Lottery.

Sounds good to you? Sounds absolutely fantastic, more like. We're keeping our collective fingers crossed at **N64** Magazine for this one, in the hope that Koei's N64 development team can get it right first time. 


△ The red dot means you're locked on. Now blow his head off. Nice.


△ Misty, but the stuff you can see is beautifully detailed. Up and on...


△ The exotically named Jean-Luc lets rip with his sizeable arsenal.





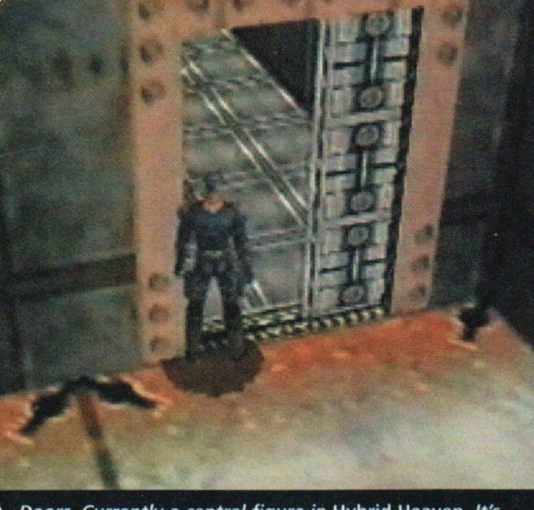
KONAMI	128M	 1	 Spring '99	Summer '99

NEW PICS!

More new shots of one of Konami's big two for 1999 (the other, of course, being *Castlevania 64*, featured overleaf) and more new shots to suggest *Hybrid Heaven*'s quality.

Despite these pics, however, we still don't know much about the game's storyline or structure, even though its release date is supposedly, ooooh, only seven months away. Even the battle system – which uses "some really interesting ideas" according to Director Yasuo Daikai in **N64**'s exclusive interview in **N64**/18 – hasn't yet been seen in any detail. All we know is that the characters develop depending on where they take hits, *and* that, when players are scrapping, they get to choose from a variety of low, medium or high moves.

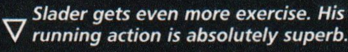
The cut scenes have been the standout feature in the footage seen so far and the 128M cart is rumoured to be struggling to fit everything in, suggesting that these lush real-time filmic sequences are many in number. Either way, you'll read about it here first...



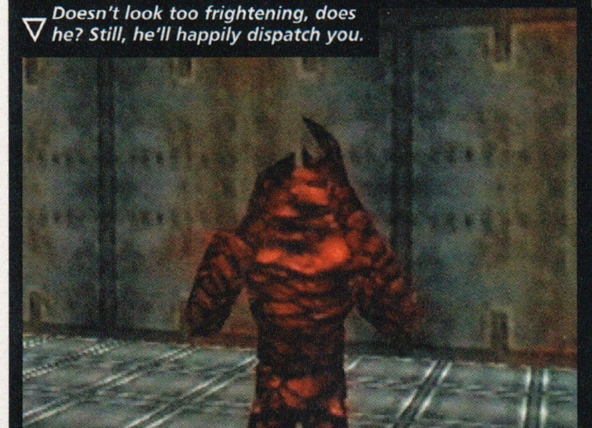
△ *Doors. Currently a central figure in* Hybrid Heaven. *It's what's on the other side that you have to worry about...*



△ *Squaring up to another alien nutta. Each has its own cut scene too!*



▽ *Doesn't look too frightening, does he? Still, he'll happily dispatch you.*



▽ *Slader gets even more exercise. His running action is absolutely superb.*



▽ *These sections of the game play much like a 3D adventure. However, expect miles more variety besides.*







◁ Platform-leapage. An integral part of Castlevania.

▷ The locations are brilliant. Just look at the detail.

Scare in the community

EXCLUSIVE!

CASTLEVANIA

KONAMI	128M	1	Spring '99	Summer '99

Castlevania isn't so much violent as scary. There's a section in the latest version where, as central character Belmont wanders through a darkened corridor, a werewolf swings down right in front of his face, jaws open, fangs exposed, ready for the k-k-k-kill.

Expect a lot of this. With *Castlevania 64*'s more realistic, non-linear 3D world, there's now more freedom to throw in these sort of shocks and shivers. Indeed, with the development team currently talking of zombies, werewolves, vampires, lizards and various creepy-crawlies, it looks like the game's nasties are going to be the centre of attention.

Fortunately, the process of chopping them down is equally as interesting. The aforementioned Schneider Belmont is armed with a slice-tastic whip, Cornell Reinhardt is an expert at hand-to-hand combat and also possesses the handy habit of being able to change into a wolfman, while the mysterious Kola operates and swings an oil-powered chainsaw. Where the characters come in and what effect they have on the story is still a mystery.

△ Burn in hell, Belmont! Ha, ha! Hee. Our hero looks a bit hot under the collar.

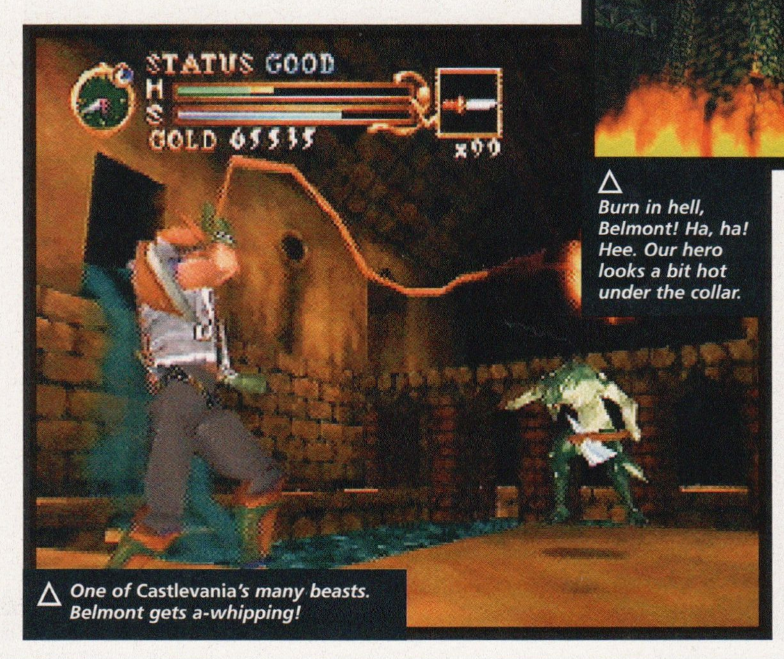
Music-wise, *Castlevania 64* is coming along brilliantly. Eerie choirs sound (singing the *Castlevania* theme, actually) as a cut scene takes you down to the castle (with the sun setting behind it) and monks chant in the background as you take a walk along the echoey stone corridors. Then, the sound of a violin being played suddenly fades up and you're treated to another scene showing the disturbingly sweet Carrie Eastfield having a good session on her fiddle. Gorgeous.

New screenshots show actual in-game action too and, although 3D, it actually looks strangely familiar. The spindly Belmont (made to look even *more* like his 2D incarnation when the camera sits back a bit), the gothic appearance of the levels, with iron gates and stone pillars a particular favourite, and skeletons rising from the ground. Indeed, these parts of the game remind you of the early bits of *Super Castlevania 4* on the SNES.

It's a tough job recreating the splendour of the original games but, already, *Castlevania 64* is looking tremendous. Expect a playable version to turn up in a couple of months...

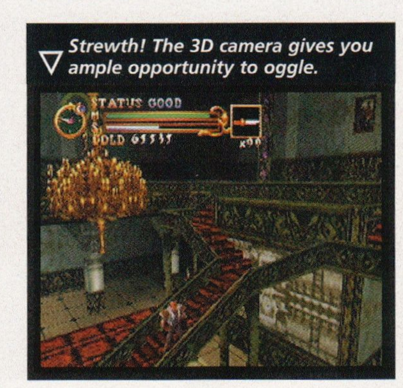


△ Cogs. Don't get trapped in between or it's goodnight Vienna.

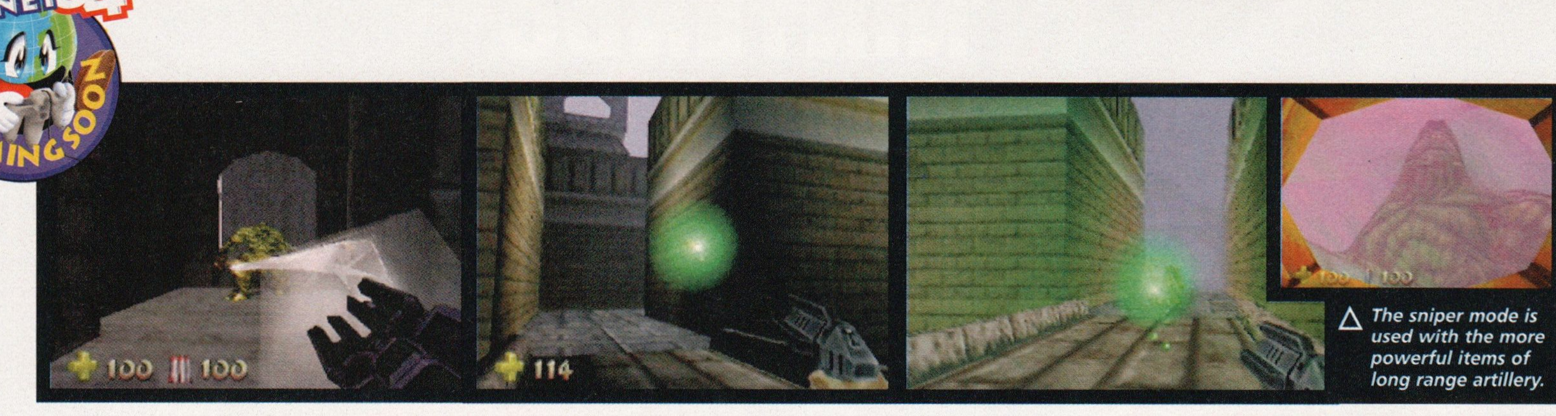


△ One of Castlevania's many beasts. Belmont gets a-whipping!

▽ Strewth! The 3D camera gives you ample opportunity to oggle.




NINTENDO64
You will believe a bear can fly
BANJO-KAZOOIE
Fly like a Bear and climb like a Bird?
This dynamic duo open a stunning new world of tag teaming game play that prove that two heads are better than one. And with a game this big you'll need all the help you can get.
5/5 C&VG
"This is a brilliant game"
RAREWARE
THE FASTEST MOST POWERFUL GAMES CONSOLE ON EARTH
TM,®, AND N-CUBE ARE TRADEMARKS OF NINTENDO CO., LTD © 1998 NINTENDO CO.,LTD



The sniper mode is used with the more powerful items of long range artillery.

Monster squad

NEW PICS!

TUROK 2: SEEDS OF EVIL

ACCLAIM	128M	 1-4	 October	October

After last month's *Turok 2* extravaganza, where we exclusively toured the game's newest levels (and beheaded a few Raptors in the process), the combination of awesome new weaponry, deadlier monsters and some breathtaking visuals has left us a bit short of breath.

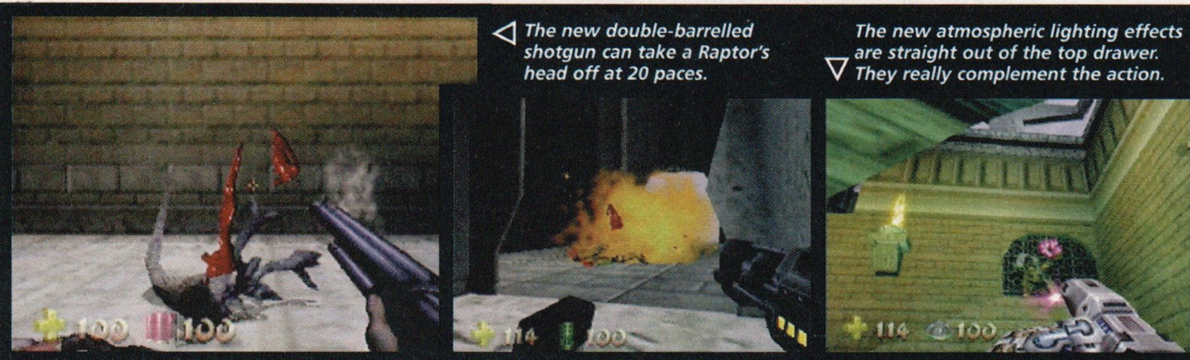
But, fear not! Venturing into the darkest reaches of Turok's new world (and risking being chased by a blood-happy Fireborn), we came back with these all-new screenshots that, once again, prove this sequel is *definitely* going to be one of the games of 1998.

"*Turok 2* pushes the N64 harder than it's ever been pushed", reckoned David Dienstbier, the game's producer, when we asked him how much of the N64's power Iguana were utilising. "People are not going to believe what that little black box is capable of when they get a look at *Turok 2*. There's not a single element of the game, from design to technology to art, that hasn't been improved upon. *Turok 2*, really and honestly, is a completely new game!"

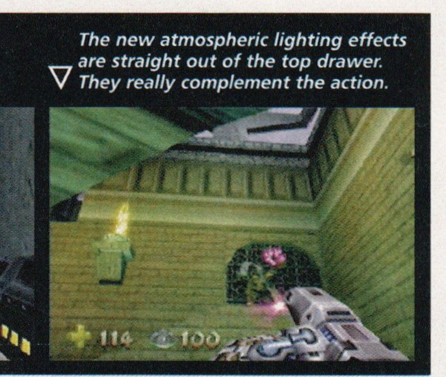
The most impressive aspect of *Turok 2*, after playtesting it extensively last month, was the sheer size and diversity of the levels. With each level split into graphically different sub-sections, the game felt huge. This, unsurprisingly, is something David is particularly pleased about. "The levels are actually larger than they were in *Turok*, but it's much easier to navigate without becoming lost. We listened to every gripe players had about the original game and took steps to ensure that *Turok 2* would address them. One of the criticisms we *did* receive was to do with players occasionally getting lost."

Weapons, too, have been given an impressive overhaul and David was right in his assumption that "no one is going to be disappointed". The Magnum, the shotgun, the body-slicing PFM Layer, the Shredder (with its bouncing lasers), the Flamethrower, all are tremendous new editions to *Turok*'s already pretty extensive arsenal. Even the seemingly useless Tranquillizer is, in fact, a cunning weapon, enabling you access to secret areas via touchplates.

Enjoy these great new pictures and expect an exhaustive review of *Turok 2* very, *very* shortly...



The new double-barrelled shotgun can take a Raptor's head off at 20 paces.



The new atmospheric lighting effects are straight out of the top drawer. They really complement the action.





Now this is how a Star Wars game is supposed to look.





Don't remember this city from the films, but the Y-Wing is spot on.

Maybe Darth Vader himself is sitting in there, wheezing away.

Shadow blaster

My, what a long nose you have, young Mr Skywalker!

It's the Severnaya radar dish, but where's Bond gone?

ROGUE SQUADRON

LUCASARTS	64M	1	TBA	TBA

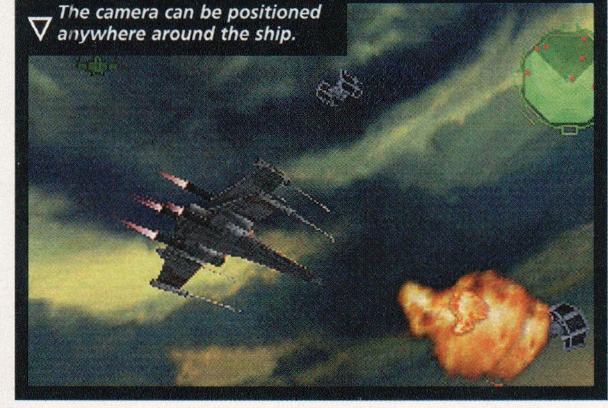
Even the most convention visiting, Yoda joke making, Storm Trooper uniform wearing Star Wars fan must have been disappointed with *Shadows of the Empire*. A complete mess of a game mixing far too many game styles for its own good, and excelling at best, only one of them, *Shadows* was almost enough to turn squeaky clean Princess Leia into Darth Vader's concubine.

This time LucasArts are determined not to spoil the good name of their most lucrative property, and, taking matters into their own hands, will be publishing the N64's second Star Wars game themselves. *Rogue Squadron* dispenses with the jack of all trades approach and concentrates on perfecting the only half-decent part of *Shadows* – namely the snow speeder level on Hoth.

Don't worry though – it's got nothing at all to do with the *Shadows* game engine, and has been developed completely from scratch. This time you get to play as Luke Skywalker himself, piloting a variety of spacecraft such as X-Wings, Y-Wings, V-Wings, and other futuristic vehicles ending in 'wings', and embarking on all-out shooting missions against the evil Empire on some of the planets featured in the films. The levels revealed so far are all ground based, and are huge. Fans of the films will be able to point out their favourite landmarks, such as Luke's farm and Jabba's fortress, and everything is beautifully rendered in light-sourced 3D. There's a pretty decent field of view, without masses of fogging, and plenty of little details taken straight from scenes throughout the trilogy.



Welcome to planet Dust, home of Jedi knights.



The camera can be positioned anywhere around the ship.

The sound is definitely worth a mention; it includes a themed score that changes according to your location and the situation you are in. There are also some marvellous surround sound effects and if you hook your N64 up to a decent home cinema system, you'll even be able to tell which direction Tie fighters and laser bolts are coming from.

So, it looks like we might just be getting a Star Wars game of the sort of quality PC owners have enjoyed for years. It's very early days yet, but we'll let you know how well things are progressing just as soon as we get our hands on a playable cart.

GO! GO!

PLANET 64 COMING SOON







Poor old Glover boy's stuck at the bottom of a deep pit.

Words of glove



Dreaming of happier times, when the wiz wasn't so senile.



GLOVER

HASBRO	64M	1	October	October

No doubt you'll remember Hasbro's pleasingly different platform puzzle game from our hands-on Future Look in the last issue, but we thought we'd bring you this little update to tell you exactly *why* the cute disembodied glove feels the need to play with its ball in such hazardous places.

There's a plot, you see, involving a senile old wizard who manages to create a spell so powerful it blows both his magic spell-mixing gloves clean off his withered hands. Not the end of the world, you might think, but one of the gloves lands in an evil cauldron, and turns all black and icky. This newly evil glove decides to steal the seven magic crystals that bring harmony to the kingdom, and it's your job, as Glover the good glove, to stop this from happening.

Quite why the wizard himself doesn't just pick up Black Glove and stick it in the washing machine is beyond us, here at **N64**. After all, a wizard is hardly likely to be scared by a bit of dirty cloth the size of his hand, is he? But, for whatever reason, he's left it all up to you, and you're going to have to get those magic crystals to safety one way or another. And the best way to do that is by changing the crystals into balls and rolling them out of harm's way.

This original hybrid of *Mario 64* and *Marble Madness* is completely finished now, and is certainly very playable. We'll let you know exactly what we think of it next month, when we'll bring you the only review you can trust. Count on it.

It takes a bit of analogue stick mastery to collect all the cards in one go.

Some kind of frog thing stuck on a lily pad, maybe?





That entrance looks like it's lined up for a bit of crazy golf.

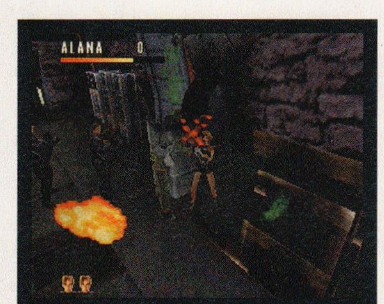
He floats, he rolls, he "breathes" little bubbles out of his bottom underwater.



Fire traps and weird dragon things are just two of the many hazards Black Glove sends to test Glover.



Force feedback



FIGHTING FORCE

EIDOS	64M	1/2	November	November

Eidos finally getting involved in the N64 market is big news to Lara Croft fans, but unfortunately their first game is nothing to do with Core's pneumatic adolescent fantasy. It does feature two girl characters though, so all is not lost for those of you who like your women pixellated.

Fighting Force was a successful PlayStation beat-'em-up along the lines of Capcom's classic *Final Fight*, and the N64 version is more or less a direct conversion with souped-up graphics. So what we'll get is 25 3D levels filled with strapping bodyguards, trigger-happy hit men, and huge bosses, all of whom must be spanked to death using kick/punch combos, special moves, and an enormous variety of weapons. Practically every object in every level can be picked up and used to batter the bad guys into submission. Things like bits of lead pipe, baseball bats, and planks of wood make handy impromptu whacking sticks, and there are less obvious weapons such as medium sized pieces of furniture, car tyres, and fire extinguishers, which can be ripped off the walls. Even if you can't pick it up, you can usually smash it to pieces, and it's this level of interactivity that sets *Fighting Force* apart from its predecessors.

It's a game for two players, with four playable characters to select from: A girl called Alana, and three accomplices named Mace, Hawk, and Smasher. We did say *two* girl characters, didn't we? Well we'll leave it up to you to guess which of the butch-sounding trio wears lipstick (clue – it probably isn't Smasher). Naturally, they each have unique special attacks and abilities, and the simple, intuitive control system means that it's easy to pull off devastating combos. There's a fair bit of blood to be extracted from the Evil Dr Zeng's henchmen (we won't bore you with the awful plot), and the better the move you make, the more of the red stuff you'll send squirting around the screen.

Expect to see *Fighting Force* cracking heads some time in November.

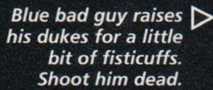
The subways just aren't safe to travel. Hawk always carries insurance.

She's a girl, but she's not exactly Lara Croft is she? We thought Core were all into that pneumatic look these days. But that's a nasty axe she's got there, and that bloke there will get a taste of it if he says anything.



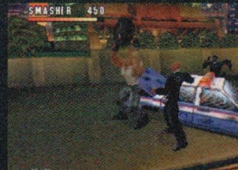
The Z on the door indicates that this is Dr Zeng's lair.

Damaging police property is a felony, punk!

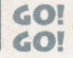








Blue bad guy raises his dukes for a little bit of fisticuffs. Shoot him dead.




GO! GO!



More new shots as we inch closer to that release date.

Zelda ranches out

THE LEGEND OF ZELDA

NINTENDO	256M	1	TBA	Dec

Phew. That's another month closer to November 23rd without the game slipping. Strangely, and worryingly though, there's still no news on the Japanese debut for *Zelda*.

However, for the time being, feast your eyes on this: a new area called Lon Lon Ranch, where Link picks up his horse and has to race the ranch hand, Mr Ingo. Ingo also appears earlier on in the game as a bubbly youngster but, after Gannondorf spreads his evil across the land mid-game, Ingo grows up to be this moustachioed mumbler, with a constant frown on his face, and a penchant for complaining about his boss, Talon. For Link to win the right to take his horse any further than Lon Lon (which is vital, if he's to traverse *Zelda 64*'s massive worlds), he has to beat Ingo in the game's horse-against-horse section.

Also of interest are the new screenshots of a section **N64** played at the E3 games show, where Link has to quietly pad his way through a mazey garden without being seen by the guards. This segment of the game was

Mr Ingo looks on as Link gives Dobin a good outing.

Malon, the beauty who Link just can't resist doing a favour for. Bless.

The horse race at the ranch. Link's just got his nose in front, here, look.

One of Zelda's luscious cut scenes. Mmm.

He's really not very happy, is he? Could this man ever have been happy?

Metal Gear Solid eat your heart out!

fantastic and required *Metal Gear Solid*-like stealth skills, hiding behind and on top of bushes as the guards went through their wanderings (randomly, mind, so they never retraced the same spot of grass). Pretty hard, all in all.

Lastly, there's new shots of a female character called Malon, who Link does a favour for (though what that favour is, is still unclear) and liddle Link playing around with, er, chickens, using them as weapons by lobbing them about. Wait until the RSPCA get there.

We'll be playtesting *Zelda 64* next month at the ECTS games show in London and we'll bring you a full report in the next issue. We simply can't wait...



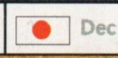
Once again, Link meets up with the Harpist.

And learns the chords for his ocarina. Nice.

How many times does he appear?

Does he play a more integral part to the story than we thought?

Shine on Harvest Moon

HARVEST MOON				
PACK-N-SOFT	128M	 1	 Dec	  TBA

Harvest Moon was a huge hit on both the SNES and Game Boy. The fascination lay in the cute characters and the challenge of cultivating the earth, nurturing the plants, tending to the farm animals and managing your very own pasture land.

If you're new to the game here's a brief run-down of what it's all about. *Harvest Moon* is basically a farming simulation. You begin the game with a patch of very rough land, filled with obstacles. Before you can start growing your crops you need to break the stones, chop up wood and remove the tree stumps. Once that's all done your tasks include cutting (scything) the grass and ploughing.

Throughout the game you have to interact with the people in the villages and how you choose to go about this will alter the course of the story.

So what's new for the N64 version, then? Well for a start, you'll be able to alter the characters' viewpoint (there're eight different views in all) and, whereas previously you could only carry up to two tools at any one time, you'll now wear a rucksack that can carry up to eight tools, allowing you to switch easily between them without having to make trips back and forth to the toolshed.

There'll be an extended range of animals to manage and more than 50 different characters to interact with. You'll also have to seek out a 'life partner' (read: wife).

Over 400 different events mean a huge variety of outcomes and there'll also be a more convenient management system.

Farming N64-style comes our way at Christmas. Expect a full, irrigated review then... And no, this isn't a joke.

Discuss the 'earth' quality with other farmers.

"Ge' orf my lan'!" Harvest Moon's characters are unlikely to say this. No.

Two Harvest Moon characters discuss their new Combine.

Event Schedule

Success in *Harvest Moon* is determined by whether your crop comes good around the following seasons and festivals...

SPRING MONTH
1st – New Year Festival: New year starts and everyone parties!
8th – Seed Festival: Sow seeds from hot-air balloons.
23rd – Flower Festival: Select a flower goddess from the female children in the village.

SUMMER MONTH
1st – Fireworks gathering.
9th – Crop Festival.
17th – Firefly Festival
24th – Sea Festival.

AUTUMN MONTH
4th – Cow Festival.
12th – Harvest Festival.
20th – Egg Festival.

WINTER MONTH
10th – Thanksgiving Festival.
24th – Starry Night Festival.
24th – Spirit Festival.






PLANET 64 INFORMATION station

chart updates • release list
most wanted • most played

Planet 64 Information Station is your one-stop-spot for tracking the release dates of unreleased titles, checking on the sales of those already out, and keeping tabs on which are most eagerly awaited. Fill in the coupon with your votes, or just include them in your letter or compo entry. We want to know what you think and we don't care how you tell us!

GAME Top 10 Official UK N64 chart

Pos	Game	Publisher	Released	Movement	N64 review
1	Banjo-Kazooie	Rare/Nintendo	7/98	↑ New entry	Issue 18 92%
2	GoldenEye 007	Rare/Nintendo	11/97	↓ Last month's chart position – 1	Issue 9 94%
3	World Cup '98	EA	Released: 6/98	↑ Last month's chart position – 2	Issue 16 73%
4	GT 64	Infogrames	Released: 7/98	↓ Last month's chart position – 3	Issue 17 67%
5	Forsaken	Acclaim	Released: 6/98	↑ Last month's chart position – 6	Issue 16 87%
6	Yoshi's Story	Nintendo	Released: 5/98	↑ Last month's chart position – 10	Issue 15 86%
7	Extreme G	Acclaim	Released: 11/97	↑ New entry	Issue 9 87%
8	ISS64	Konami	Released: 6/97	↓ Last month's chart position – 4	Issue 3 92%
9	Rampage World Tour	Midway	Released: 5/98	↑ Re-entry	Issue 16 54%
10	Diddy Kong Racing	Rare/Nintendo	Released: 12/97	↓ Last month's chart position – 9	Issue 11 90%

Top 5 Import chart

Source: Skill Academy

Pos	Game	Publisher • Genre	N64 review
1	F1 World GP	Video System • RAC	Issue 20 – 93%
2	F-Zero X	Nintendo • RAC	Issue 19 – 91%
3	Mission: Impossible	Infogrames • ACT	Issue 19 – 75%
4	WWF Warzone	Acclaim • FGT	Issue 19 – 85%
5	Banjo-Kazooie	Rare/Nintendo • ACT	Issue 18 – 92%

	N64 5 Most played	N64 5 Most wanted	Readers 5 Most played	Readers 5 Most wanted
1	F1 World GP – Nintendo – RAC – N64 Issue 20 • 91%	Perfect Dark – Rare – ACT – UK: Early '99 USA: Early '99	GoldenEye 007 – Rare/Nintendo – ACT/SHT – N64 Issue 9 94%	Legend of Zelda – Nintendo – ACT/RPG – USA: November 23rd UK: December
2	ISS '98 – Konami – SPT – N64 Issue 20 • 92%	Legend of Zelda – Nintendo – ACT/RPG – Japan: 4th Quarter '98 UK: TBA	ISS64 – Konami – SPT – N64 Issue 3 92%	Perfect Dark – Rare – ACT – UK: Summer '99 USA: Summer '99
3	F-Zero X – Nintendo – RAC – N64 Issue 19 • 91%	Turok 2 – Acclaim – ACT/SHT – USA: October '98 UK: TBA	Mario Kart 64 – Nintendo – RAC – N64 Issue 4 91%	Shadowman – Acclaim – ACT – UK: March '99 USA: March '99
4	Banjo-Kazooie – Acclaim – ACT – N64 Issue 18 • 92%	Wipeout – Psygnosis – RAC – UK: November '98 USA: November '98	Snowboard Kids – Nintendo/Atlus – RAC – N64 Issue 14 86%	Hybrid Heaven – Konami – RPG – Japan: 1999 UK: TBA
5	MK4 – Midway – FGT – N64 Issue 20 • 84%	Hybrid Heaven – Konami – RPG – Japan: 1st Quarter '99 USA: TBA	Yoshi's Story – Nintendo – PLT – N64 Issue 15 86%	F-Zero X – Nintendo – RAC – Japan: Out now UK: November



ULTRA RELEASE LIST

The latest information on every Nintendo 64 game currently in development world-wide, updated monthly.

Easy to spot UK release dates. Just look for the titles in a dark blue bar!

Game name	Publisher	Type	Country
September 1998			
Bio Freaks	GT	FGT	UK
Chopper Attack	GT	ACT	UK
F1 World Grand Prix	Nintendo	RAC	UK
ISS '98	Konami	SPT	UK
Mortal Kombat 4	GT	FGT	UK
October 1998			
Bomberman Hero	Hudson	ACT	UK
Buck Bumble	Ubi Soft	ACT	US/UK
Caesar's Palace	Crave	ACT	US
Extreme G 2	Acclaim	RAC	US
GEX: Enter the Gecko	Midway	ACT	US/UK
Glover	Hasbro	ACT	UK
Knife Edge	Kemco	SHT	JPN
Micro Machines V3	Codemasters	RAC	UK
S.C.A.R.S	Ubi Soft	RAC	UK
Space Circus	Infogrames	ACT	US/UK
Silicon Valley	DMA/Take 2	ACT	UK
Twisted Edge Snowboarding	Midway	SPT	US
VR Pool	Crave	SPT	US
November 1998			
Body Harvest	Gremlin	SHT	UK
Earthworm Jim 3D	Interplay	ACT	UK
Fighting Force 64	Eidos	ACT	US/UK
Fox Sports College Hoops 99	Fox Sports	SPT	US
F-Zero X	Nintendo	RAC	UK
Legend of Zelda: Ocarina of Time	Nintendo	RPG	US
Milo's Astro Lanes	Crave	ACT	US
Onegai Monsters	Bottom Up	–	JPN
Quake II	Activision	SHT	US/UK
Rat Attack	Mindscape	ACT	UK
Roadsters '98	Titus	RAC	UK
Rush 2: Extreme Racing	Midway	RAC	US
Tonic Trouble	Ubi Soft	ACT	US/UK
Turok 2: Seeds of Evil	Acclaim	SHT	US/UK
UEFA Soccer	Infogrames	SPT	UK
V-Rally 64	Infogrames	RAC	UK
WCW vs NWO: Revenge	THQ	FGT	US
Wipeout 64	Psygnosis	RAC	UK
December 1998			
Duke Nukem: Zero Hour	GT	ACT	US/UK
In Fisherman Bass Hunter 64	Take 2	SPT	US
Legend of Zelda: Ocarina of Time	Nintendo	RPG	UK
Top Gear Rally Overdrive	Kemco	RAC	ALL
Rayman 2	UbiSoft	ACT	US

Game name	Publisher	Type	Country
1998 TBA			
Aeon Flux	GT	ACT	US
All-Star Tennis '99	Ubi Soft	SPT	US/UK
Art of Fighting Twin 2	Culture Brain	FGT	JPN
Attack!	Midway	–	US
Bio Tetris	Bottom Up	ETC	JPN
Blues Brothers 2000	Titus	ACT	UK
Bomberman Hero	Hudson	ACT	UK
Bust-a-Move 3	Acclaim	PUZ	US
Deadly Arts (G.A.S.P!!)	Konami	FGT	UK
Dracula 3D (Castlevania 64)	Konami	ACT	ALL
Daikatana	Ion Storm	SHT	US
Donkey Kong World	Rare	ACT	US/UK
Dragonstorm	TBA	RPG	US/UK
Formula 1	Psygnosis	RAC	UK
F1 Racing '98	UbiSoft	RAC	UK
FIFA '99	EA	SPT	UK
Flights of the UN	Video Sys.	SHT	JPN
Flying Dragon	Infogrames	FGT	UK
Golf	Nintendo	SPT	JPN
Harrier Strike Force	Video System	SIM	US
Hybrid Heaven	Konami	ACT	JPN
Hype: The Time Quest	UbiSoft	ACT	UK
Jest	Infogrames	ACT	UK
Jet Force Gemini	Rare	ACT	UK
Kiratto Kaigetsu	Imagineer	TAB	JPN
Let's Smash	Hudson	–	JPN
Looney Toons Space Race	Infogrames	RAC	US/UK
Magic Flute	Sunsoft	ACT	JPN
NASCAR '99	EA	RAC	US
NBA Jam '99	Acclaim	SPT	US
NFL Blitz '98	Midway	SPT	US
NFL QuarterBack Club '99	Acclaim	SPT	US
Nuclear Strike	T•HQ	SHT	US
O.D.T.	Psygnosis	RPG	UK
Pachinko: 365 Days	Seta	ETC	JPN
Perfect Dark	Rare	SHT	US/UK
Powerslide	Emergent	RAC	US
Puma Street Soccer	Sunsoft	SPT	JPN/UK
Rev Limit	Seta	RAC	JPN
Road Rash 64	T•HQ	RAC	US
Robotech: Crystal Dreams	Capcom	ACT	US/UK
Rogue Squadron	LucasArts	ACT	US
Rugrats	T•HQ	ACT	US
Shadowman	Acclaim	ACT	US/UK
Sim City 2000	Infogrames	SLG	UK
Sim Copter 64	Maxis	SIM	US
Snow Speeder	Imagineer	SPT	JPN

Game name	Publisher	Type	Country
South Park	Acclaim	ACT	US
Spooky	ICE	ACT	US/UK
Superman	Titus	ACT	UK
Survivor Day One	Konami	ACT	JPN
Tennis	Ubi Soft	SPT	UK
Thornado	Factor 5	SHT	US
TOCA Touring Car	Codemasters	RAC	UK
Twelve Tales: Conker 64	Nintendo	ACT	JPN/US
Twisted Edge Snowboarding	Kemco	SPT	US
Vigilante 8	Activision	ACT	US
WCW Game	EA	ACT	US
Winback	Koei	ACT	JPN
World League Soccer '99	Eidos	SPT	UK
Xena: Warrior Princess	Titus	–	US
No release date yet			
7th Legion	Epic	–	US
Disney Tetris	Capcom	PUZ	JPN
Exhumed 64	Crave	SHT	US
F-Zero X (add-on disk)	Nintendo	RAC	JPN
Hercules: Legendary Journeys	Titus	–	US
Jack and the Beanstalk	Nintendo	–	ALL
Jikkyo Golf Tournament '98	Konami	SPT	JPN
Jungle Emperor Leo	Nintendo	–	JPN
Legion X	Hudson	–	JPN
Loderunner 64	Bandai	ACT	JPN
Mother 3	Nintendo	RPG	JPN
Picture Maker 64DD	Nintendo	ETC	JPN
Pikachu Genki Dechu	Nintendo	ETC	JPN
Pocket Monsters 64DD	Nintendo	RPG	JPN
Polygon Maker 64DD	Nintendo	ETC	JPN
Pokemon Snap	Nintendo	ETC	JPN
Sim City 64DD	Nintendo	SLG	JPN
Super Mario 64 2	Nintendo	ACT	ALL
Super Mario RPG 2	Nintendo	RPG	ALL
Tazmanian Express	Infogrames	ACT	UK
Top Gear Rally 64DD	Kemco	RAC	ALL
VR Baseball	Interplay	SPT	—

*working title only

KEY

ACT	ACTION	RPG	ROLE PLAYING GAME
FGT	FIGHTING GAME	SPT	SPORT
SLG	STRATEGY	TAB	BOARD GAME
SHT	SHOOT-'EM-UP	SIM	SIMULATION
RAC	RACING	ETC	MISCELLANEOUS

cut and send



INFORMATION station

Top 5 vote n' draw

VOTE!

There's only one way we can keep track of your gaming needs – and that's if you tell us! Just fill out the form and send it in.

And as if you needed any more encouragement, each month we'll be putting all the Information Station voting slips into a big hat and awarding a spanking new N64 game to the first one drawn. Tell us which game you'd like on the voting slip.

LAST MONTH'S WINNER
Matthew Anderson from Co. Antrim wins a copy of Wave Race!

My five most played games are:	My five most wanted games are:

Name

Address

Postcode

Game wanted



Speed freaks, dream on

This month Max tries his hand at linking the release of *F-Zero X* with a story about traffic.

with Max Everingham

MADE IN JAPAN

Our man in Tokyo brings exclusive news from the capital city of video games.

Japan is good at producing things that can go really fast. A list off the top of my head would include: Le Mans cars, F1 tyres, rally cars, the road-going Skyline, world-leading motorcycles from the 'Big-Four' and the splendid JR inter-city trains.

The Japanese call their trains the 'Shinkansen', which means 'New Trunk Line' when translated, but we have a far more evocative term for them: 'Bullet Trains'. This, as it turns out, is more accurate, since with the brand new Yamagata Shinkansen Series 400 'Tsubasa', Japan has once again wrested the 'fastest train in the world' accolade away from the French TGV.

If you're willing to pay, the Shinkansen can make a journey that would take a car over five hours, in around two and a half. And, given the fact that any road worth travelling on is a toll road, exacting huge fees for the 'pleasure' of using it, the Shinkansen is also cheaper than driving.

So, on the race circuits and rails, speed is not only possible, but a daily reality. Unfortunately, there's a problem with going anywhere really quickly on the regular roads – Japan is just too densely populated. Crank up the speed and it'll probably result in something unpleasant, like a head-on crash with a large mountain.

90% of Japan's inhabitants live on 5% of the land, the other bits being taken up with unfriendly paraphernalia, such as forests and volcanoes. One consequence of this over-population is that cities, like Tokyo, have become nightmares to drive in, with traffic and millions of cyclists and pedestrians all vying for a place in the scheme of things. And if you find you simply must express



△ Tokyo traffic: it is, quite literally, quicker to crawl than take the car.

◁ You'll be taking your life into your hands on a bike.

Passe card?

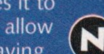
Out on November 6th from Tokyo Electron Devices, and priced at ¥9,800, comes Mario's Photopi, a specially-designed cart to set the artistically-inclined on the road to CG stardom.

Accepting Smart Media cards, from several different makes of digital cameras, in the two custom slots on the cartridge, the Photopi lets users download images (a maximum of 2,500,000 pixels) to the Nintendo 64 unit and then muck around with them to their heart's content.

Adventurous artists can use the software to create their own 'original postcards', add text (Japanese and English), and then take it along to any FDI photostore (Fuji) to run off exclusive colour prints. The Photopi is also designed for use with the 64DD, if and when it makes it to the stores, to allow the downloading and saving of data to disk.



デジタルカメラで写した画像をスマートメディアからよみこむことだってできるよ。

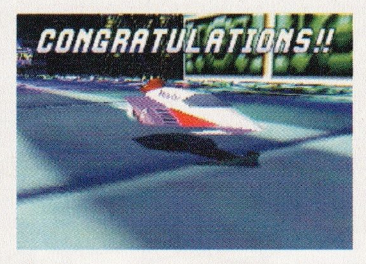




On the roads, cars terrorise bikes. On the pavement, bikes do it to pedestrians.

your individuality and right to drive, it won't be long before you understand why statistics put the average speed of cars in this city at a breakneck 7mph or so.

Quaintly, though, just like the Brits, the Japanese are fiercely protective of their road system. In keeping with the general car aficionado mentality, drivers share the same disdain for other road users, a prerequisite for joining the boy-racers club. The other day, while I was cycling along the road near my house, a car driver actually



Computer games are the only release for speed freaks.

took the time to sound his horn, pull over, get out of his car and come over to tell me that I was 'being dangerous' by cycling on the road instead of the pavement. Whatever you say.

The madness doesn't end there. Currently, the height of street cred on Japan's road systems is the 'bousouzoku' (reckless drivers!); gangs of young kids who while away their evenings taking their sub-200cc bikes and decrepit cars (painted white with tinted windows) out onto the streets. Then, in a frightening and awe-inspiring display of their manhood, they proceed to drive around really slowly revving the engines. Incredibly, it's considered extremely cool to terrorise the neighbourhood in this fashion, but they seem to have forgotten that they're all sitting astride hairdryers.

An even funnier sight than these street gangs, though, are the official attempts to curb their nocturnal activities. Police anticipate where the riders will be going next, then place a bunch of what I'm sorry to say can only be described as 'blow-up bollards' across the street in their projected path. Naturally, the bousouzoku simply ride around the bollards and continue on their menacing way. The ensuing hilarity is more often than not captured on video camera and then appears a week later on TV for our entertainment.

Still, if the kids manage to evade the cunning law-enforcement traps, they can console themselves with a quick game of *F-Zero X*, can't they? Where machines are ludicrously over-powered, the road network is built to thrill, speed limits are non-existent and, best of all, Nintendo forgot to include any blow-up speed dolls.

Reality check



Virtual Reality may be a bit of a dirty word outside of the movie world, but at the highly prestigious Tokyo University, concrete steps are being taken to produce a working, aroma-capable VR headset.

Researcher Hirose Takashi and his group at the University have created a familiar-enough visual unit, but with the added bonus of a series of tubes feeding into the headset from small pumps on a table in front of the player. The assortment of tubes work in conjunction with images fed into the player's brain – currently of lemons and roses! – and produce the corresponding fragrances, smells which grow stronger as you draw nearer the objects. Imagine the possibilities… Next up, *Biohazard 3* with the smell of blood?



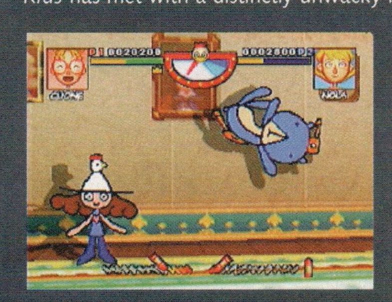
Running amok

The new, much-maligned and not necessarily improved Godzilla is in any case stomping all over the competition in his many guises. His latest incarnation, in Sega Enterprises new *Godzilla* VMS handheld game, has proved to be so popular that stocks ran out within an hour of most cinemas opening (initial shipments were ONLY to movie houses showing the Godzilla flick).

Toho, responsible for the distribution of both the movies and the game, are starting to feel the heat as theatre owners bombard them with irate phone calls demanding more supplies. All this is, of course, thanks to the wise and far-seeing Nintendo, since without the Game Boy, none of it would ever have happened. I think I mean 'thanks to', anyhow.

Your raggin' me?

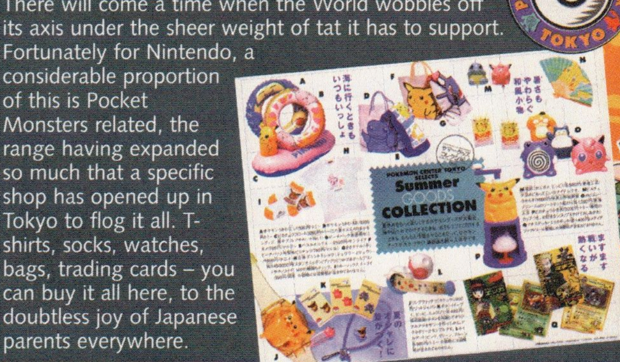
Konami's weird and wacky crayon fighting game, *Rakuga Kids* has met with a distinctly unwacky response from the esteemed weekly Famitsu review team. Scoring three mediocre '6's and one '7', comments focused on how cute the comic-style character design was, the bizarre but cute special attack system and the cute, attractive pastel colours. See a pattern emerging here? But recovery time is too slow, they say, and the attacks themselves are often a bit lacklustre and under-powered. Not quite a *Tekken 3*-beater, then, methinks.



Shopping with Pikachu



There will come a time when the World wobbles off its axis under the sheer weight of tat it has to support. Fortunately for Nintendo, a considerable proportion of this is Pocket Monsters related, the range having expanded so much that a specific shop has opened up in Tokyo to flog it all. T-shirts, socks, watches, bags, trading cards – you can buy it all here, to the doubtless joy of Japanese parents everywhere.





LEARN JAPANESE PART 16

It's all over the front page, you give me rrrroad rrrrage.

新幹線
Shinkansen = Bullet train.

制限速度
Seigen sokudo = Speed limit.

暴走族
Bousouzoku = Reckless drivers; street gangs.

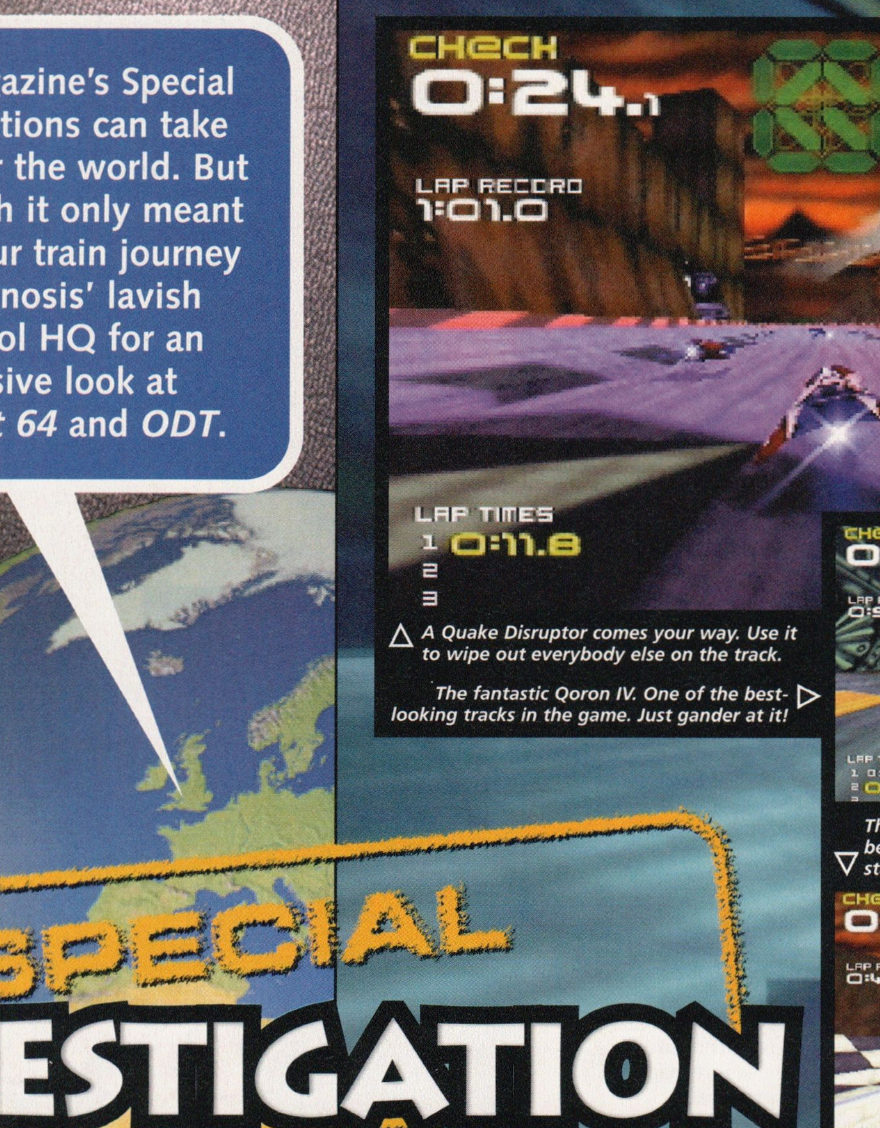
早く行きたい
Hayaku ikitai = I feel the need for speed!

保護柱 多すぎる
Hogohashira oosugiru = What a load of old bollards.

N64 Magazine's Special Investigations can take us all over the world. But this month it only meant a four hour train journey to Psygnosis' lavish Liverpool HQ for an exclusive look at *Wipeout 64* and *ODT*.

N64 SPECIAL INVESTIGATION

WIPEOUT 64 ● ODT



△ A Quake Disruptor comes your way. Use it to wipe out everybody else on the track.

The fantastic Qoron IV. One of the best-looking tracks in the game. Just gander at it! ▷



The Feisar craft. Good enough, but you'll be upgrading just as soon as you've started to get a feel for the game. ▽

With *F-Zero X* having dazzled last month on import, you'd think *Wipeout 64*'s developers might be a little nervous about coming up against Nintendo's lightning fast future-racer in November. Not a bit of it. Indeed, they're going to relish the challenge.

Because, as far as Psygnosis are concerned, *F-Zero X* is great. But beatable. According to Producer Andy Satterthwaite, "*F-Zero X* was fast but more like a traditional racer. The crafts never left the track. *Wipeout 64* is true anti-gravity racing. And it's got weapons".

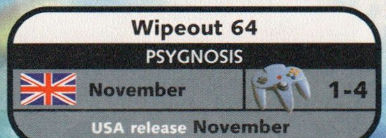
"If anything", continues Andy, "*Extreme G 2* is closer to *Wipeout*. But, we feel we've got more control with our game. And, when you're using the faster ships in the faster classes, the game easily compares with *F-Zero X*. And, of course, we've also got scenery in there!"

Wipeout 64 is a combination of the best bits from *Wipeout* and *Wipeout 2097* on the PlayStation, with some added extras. It has all-new tracks – six in total – a brilliant new Challenge mode (more of which later) and, of course, the addition of a never-before-possible multiplayer mode. *Wipeout 2097*, you may remember, required a link-up cable and two PlayStations to run even the two-player. Not so anymore. Four ports means four players.

The development time for *Wipeout 64* has been surprisingly short. Work only started in February and the game should be finished around about the time you read this. That's only eight months! But, don't let that fool you. This is by no means a conversion; under the bonnet it's commendably different. Psygnosis have spent time, not only creating new environments and new modes, but righting the wrongs of the first game. For example, the annoyance of hitting a wall and stopping dead (a problem that still occurred in *Wipeout 2097*) has been smoothed out. Take a corner tight and you can scrape against the side, sparks flying up from your wing tips. There's more corner-taking leniency in there now, which is a good thing. Oh, and don't expect to waltz through it, either. It's very, very hard.

SEE YOUR FREE *TIMEandSPACE* MAGAZINE FOR A BEGINNER'S GUIDE TO WIPEOUT!





vector
KILES BRIDGE
QORON IV

phantom
SECRET
NO ACCESS

rapier
MACHAON II
TERAFUMOS

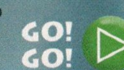
venom
DYRONESS
SOKANA

wipEout™ 64

Faster, smoother, harder, slicker, better looking. It's everything its predecessors were and much, much more. So, sit down and strap in as N64 takes you on a journey into the heart of the very-nearly-complete *Wipeout 64*...

One other thing before we move on: the music is utterly fantastic. Okay, so there's not nearly as many bands as the PlayStation versions but, frankly, who cares? The combination of The Propellerheads, Fluke and little known, but extremely good, techno-peddlers PC Music is enough to convince you that cart *can* do music and do it astoundingly well.

Sooooo, three... two... one... Go!



GO FOR A PIT
Each craft has a shield to protect it, though different types of craft have more shield energy than others. When you hit a wall, your energy is knocked down. You can temporarily restore it – or, at least top it up until it's about a third full – with an E-Pak, but the best way to make sure hitting those walls doesn't matter is by calling into the pits.

The noise of 're-energising', you'll rightly realise, is straight from *F-Zero X*, but the effect is very different: rather like being hit by an Electro Bolt, you'll crackle with energy. Nice!





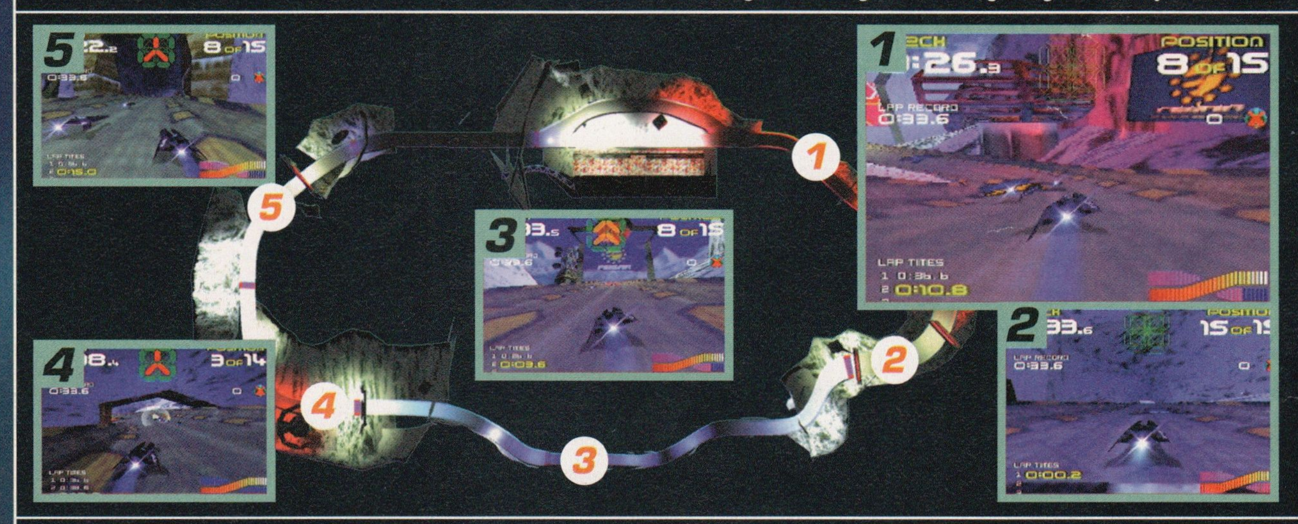
PIRANHA BITES!
Those who have played *Wipeout 2097* will recall the secret Piranha craft. Well, *Wipeout 64* has its own secret craft, rumoured to be the follow-up model to the aforementioned Piranha. Its abilities? Ooooh, well, we can only speculate but we hear it will be a stealth craft and, therefore, undetectable by radar. Oh, and, after creeping up on them, you can move straight THROUGH opponents' ships, blowing them sky high as you do so. Sneaky! We can't wait...

DEATH RACE 2098

Wipeout 64 is fast and its courses are extreeeeeemely difficult. Which is why you need to know them inside out to get a sniff of victory. Here, then, is the place to start...

Welcome to: KLIES BRIDGE

The setting for this first course is a Radar base in Greenland. It's a perfect introduction to the rigours of the game with long straights and easy corners...



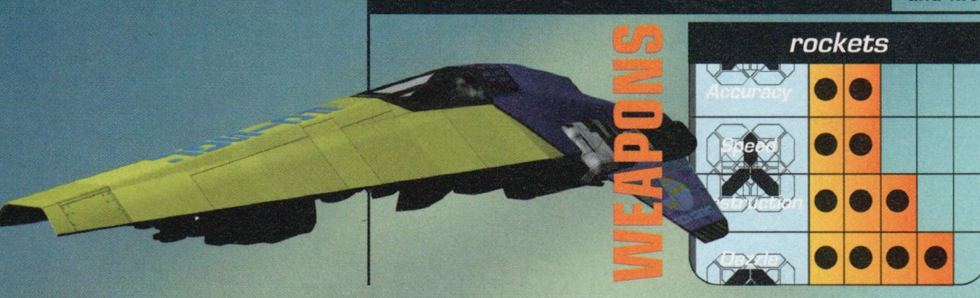
Welcome to: QORON IV

Definitely the best-looking course and also a belter for reaching those top speeds, Qoron IV is set among the remains of a top secret underwater base...



Pick that out!

Whereas *F-Zero X* was about real racing pedigree, *Wipeout 64* asks a little more of you. As well as having to control your craft, you have to fend off and fire this little lot...



rockets	
Accuracy	●●
Speed	●●
Destruction	●●●
Dazzle	●●●●

missile	
Accuracy	●●●●
Speed	●●
Destruction	●●●
Dazzle	●●●

mines	
Accuracy	●●●
Speed	●●
Destruction	●●●●
Dazzle	●●●

Welcome to: SOKANA

If you started thinking Wipeout 64 might be a bit easier, think again. Considering it's only the third course, Sokana is an absolute nightmare. Watch out for that lava too...



Welcome to: DYRONESS

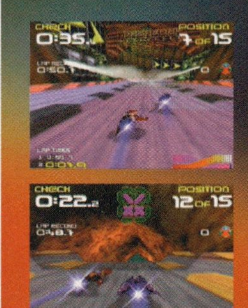
After the rigours of Sokana, Dyroness lulls you into a false sense of security. It starts off nice and easy and then throws in some of the game's nastier bends.



more tracks over the page

BRAINS AND BRAWN

The level of AI in *Wipeout 64* will astonish you, as the CPU-controlled opponents aren't so much *good* as downright fantastic. Oh, and their aggression level is set pretty high too. This is, of course, a good thing. It keeps you guessing and it maintains a high level of competition, even when you're whipping round the tracks on your own. In fact, nip along to the Challenge mode and the Silver and Gold competitions and you'll most likely be thrashed on a fairly consistent basis by the cunning computer players. Better shape up, eh?



MUSIC TO YOUR EARS

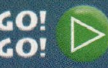
The full track listing for *Wipeout 64* is as follows:

1. Chasing Radium – PC Music
2. Feel at Home – PC Music
3. Monolith Boy – PC Music
4. Tomorrow Reborn – PC Music
5. Sonic Trip – PC Music
6. Absurd – Fluke
7. Bang On – The Propellerheads
8. Goodnight Lover – Fluke

(Interesting Fact #1: The Fluke track, Absurd, is the music for Monday Night Football on Sky Sports. Great, no?)



	electro bolt	quake disruptor	plasma bolt	thunder bomb
Accuracy	●●●●	●●●●●	●●●●●	●●●●●
Speed	●	●●●●	●●●●●	●●●●●
Destruction	●●	●●●●	●●●●●	●●●●●
Dazzle	●●●●	●●●●●	●●●●	●●●●●



GOING UP?
Like the original *Wipeout* games, you are allowed a fair degree of manoeuvrability on the tracks and can swing your craft as high or as low as you want by using the analogue stick correctly. However, sometimes you'll just make a mess of a jump and find yourself in some futuristic shrubbery, which is where this handy lifting machine comes in. Make an error and, unlike *F-Zero X*, it's not all over. Just wait for this to put you back in place.



DEATH RACE 2098 *contd*

Welcome to: TERAFUMOS

Harder than you can possibly imagine, Terafumos might not look too tricky but it has a host of bends that'll spell certain disaster. Mark our words...



Welcome to: VELOCITAR

There's a rumour suggesting that Wipeout 64 contains a secret extra track. Its name is Velocitar and it's incredibly difficult. And, with Phantom class, incredibly fast...

TOP SECRET extra track

Kill! Crush! Destroy!

One thing the PlayStation version of *Wipeout 2097 never* had was a proper multiplayer game. The N64 puts that right. Grab some friends, sit back and whoooooooosh!

two-player

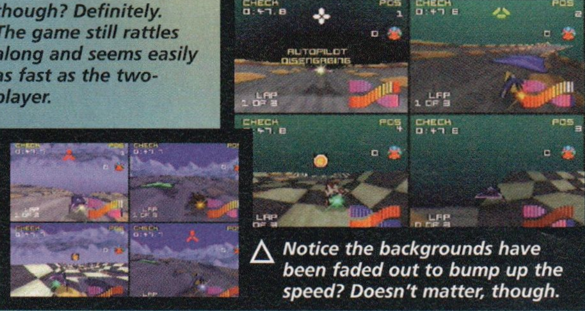
Almost as detailed as the single player game, when there's two of you, you can also choose between viewing the action in either horizontal or vertical split screens. Speed-wise, it seems as fast as the one-player game and moves incredibly smoothly too. Good stuff.



△ The detail is still high in the two-player mode.

four-player

When there's three or four of you, there's a significant drop in background detail, leaving just the tracks for you to race on without any scenery. Has it been worth it, though? Definitely. The game still rattles along and seems easily as fast as the two-player.

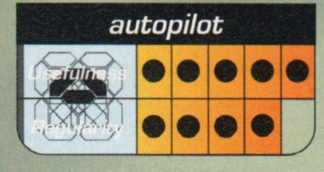


△ Notice the backgrounds have been faded out to bump up the speed? Doesn't matter, though.

Pick that out! *contd*

POWER-UPS

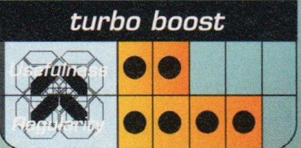
autopilot



shield



turbo boost



e-pak



BLOCK ROCKIN' BEATING!

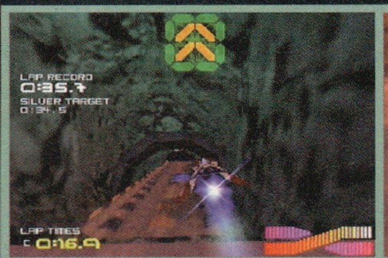
Psygnosis have also introduced a fantastic Challenge mode, comprising three events: Race, Time Trial and Weapons. Read on...

Challenge RACE



Essentially, your standard championship. Pitching you up against 15 hyper-intelligent and mistake-free CPU opponents, the Race challenge is split into six different objectives. Each objective requires you to fulfil a tricky set of tasks. For example, in the fourth objective, you must race in Rapier class, with Feisar craft and without the use of weapons on Terafumos track. To qualify for the next challenge you must finish in bronze, silver or gold position.

Challenge TIME TRIAL





Equally, six challenges make up the Time Trial segment, though this is a little more self-explanatory as it works in the same way as you'd expect. Three times are set for each of the qualifying stages of bronze, silver and gold and, as long as you meet the third time, i.e. bronze, you slink through to the next challenge. However, things are made more complicated by the fact that the computer chooses both your class, craft and track. Bring on Qirex, eh?

Challenge WEAPONS





Perhaps the hardest of the three challenges, Weapons sees you having to destroy your opponents whilst keeping within the times set out by the track checkpoints. Again, the computer chooses your class, craft and track and the weapons that will be available to you on that particular challenge, and then it's your job to meet the requirements of the bronze, silver and gold. For bronze, you must kill one craft, for silver three and for gold five.

Challenge CYCLONE





After completing each of the challenges – you only need to have attained bronze – you are awarded a 'secret'. Completion of the Time Trial and Weapons challenges gives you access to the secret track and craft, whilst finishing the Race competition gives you Cyclone technology. Basically, Cyclone means every weapon you pick up becomes twice as powerful. This is particularly useful for the Weapon challenge, where weapon power is all important.

THE DEVIL'S WORK

What spawn of Satan is *this*? 'Please wait...'?! No, we will not wait. We bought an N64 so we wouldn't be subjected to loading times on the PlayStation and (cough) Saturn. WE WILL NOT PUT UP WITH IT! Ahem. In fact, the reason *Wipeout 64* makes you wait like this (admittedly for only a matter of seconds) is because 25% of the cart is taken up by music so, before each screen that sports one of the eight tracks, some technical guff or other needs to be done to enable the quality sounds to, er, 'pump'. Anyway, that explains it...



SPECIAL INVESTIGATION OPINION

Wipeout 64 is fantastic. But, patience is the key. Once you get used to the courses, it rapidly becomes essential playing. It's lightning quick and the floaty feeling of the craft is magic. The analogue stick is a wondrous way to enjoy the game, with that extra degree of control leaving you wondering how PlayStation owners ever put up with their scabby old D-Pads. The Challenge mode is inspired and the multiplayer is quick and smooth. Psygnosis' debut looks to easily live up to hopes. Expect a review very soon...

plus! SUPER WEAPONS

feisar: MINI GUN

Only available for five seconds, the Mini Gun is a rapid-fire weapon on the Feisar craft. Direct your aim via the cross-hair and take out anything that gets in the way first time.

ag systems: SHIELD RAIDER

Locks onto an enemy craft, devastating their shield energy, then fires back a missile of pure energy, recharging your energy, should it be at danger levels.

auricom: ENERGY SPHERE

Charge the sphere up until the front of the craft starts to glow then let go and the sphere will fire off in a straight line, passing through – and destroying – every craft it touches.

quirex: POWER SNARE

Firing from the front of the craft, the Power Snare shoots off a little way down the track and creates an energy wall. Any craft, except you, which passes through it, will be destroyed.



Electrified! Hawkins deals out the punishment. Oof!

Some plain strange goings-on with some sort of alien-thing on a swingy table set-up.

Expect these water effects to be bolstered up before much longer.

Looking far superior to the PSX version, ODT N64 promises much.

Beasties come a-killing. So, aim and pull the trigger. Fast.

One of ODT's puzzles. How do you get out of this one, then?

PEARLS OF WISDOM

Eh? What's that you say? The story? Well, see, on the planet of Tonantzin, an epidemic is consuming one of its two main cities, Calli. Without help, the whole planet will, eventually, be wiped out by this foul disease. Yet... there is something that might prevent doomsday: the Green Pearl, a mythical property that can somehow rid Tonantzin of the epidemic. Lucky!

So, brave pilot Captain Lamat and his airship the Nautiflyius (plus a hand-picked crew comprising our intrepid foursome) set out to find the pearl. Unfortunately, things go pear-shaped pretty sharpish. The airship crash lands in The Forbidden Zone, a hideous stretch of land inhabited by freaks and monsters, and requires more fuel to get back into the air. Thus, one of the four is selected to go searching. All that for a bit of petrol, eh?

With a CV comprising *adidas Power Soccer* and, er, *adidas Power Soccer International*, Psygnosis' French studio hasn't got the most dazzling of gaming histories. However, with the fantastic *ODT*, its fortunes are about to take a rather rosy upturn.

Adventure, action, RPG; *Or Die Trying* is a strange hybrid of game styles, but one vacuum-packed with the right balance of each. Sprinkling a few spells here, some tasty 'elements'-based weapons there and enough tidy platform leapage somewhere in between, Psygnosis have created an incredibly detailed world, almost industrial in look. With geysers of steam hissing out of air ducts and huge, explorable metallic buildings, the game is rather akin to Amiga (then SNES) title, *The Chaos Engine*. This is intentional. As Producer, Jean-Baptiste Bolcato tells **N64**, "I wanted *ODT* to be kind of a *Chaos Engine* 3D".

LIFESPAN ***The sheer size of ODT is impressive. The game is divided into 8 levels with, with each level taking in between 4 and 14 sectors.***

But, *The Chaos Engine* was very definitely a shoot-'em up. Quite what *ODT* is, is altogether less clear. "It's a very action-orientated game due to the constant flow of enemies you must defeat, and yet it's an adventure in regards to the eight levels you need to explore."

"It also has RPG elements", continues Jean-Baptiste, "that really make the gaming experience in *ODT* different from other action adventures. There are four characters you can choose, each with his or her own specific strengths and weaknesses. You start the adventure with a weak character, but through exploration and combat, you accumulate experience. This experience is redistributable into your character's abilities allowing you to upgrade



SPECIAL
INVESTIGATION

In France, *ODT* is the shortened version of Oddity. Ironic, that...



ODT

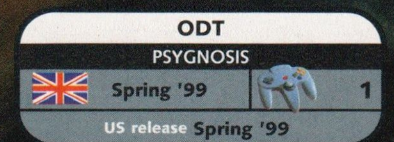
and customise your hero. How you succeed in the game really depends upon your ability to manage your character." For more details, see the 'Party of Four' box on page 42.

The sheer size of the *ODT* experience is impressive. The game is divided into eight levels, with each level taking in between four and 14 sectors. "Each sector is 64x64 metres square and of differing height and complexity", explains Jean-Baptiste. "*ODT* is non-linear: you can travel anywhere within the level – depending on the scenario, of course. Each level has its own graphical atmosphere, set of monsters, traps and puzzles tied into the environment: in the water level, for example, all the puzzles are based on water and set within the water pipes and sewerage tunnels. Testers who are actually intensively playing the game from beginning to end, and know the game perfectly, need two days to complete a playthrough."

Many will have noticed that *ODT* is also appearing on the PlayStation but, according to Jean-Baptiste, N64 owners can expect the best version. "The N64 version will be very special. It will have improved graphics with various techniques like filtering abilities (**N64** translation: smoothing the PlayStation's pixelation out on walls and flat objects) used throughout. The levels are especially optimized for the N64 too and the analogue controller makes the shooting action more intuitive and character movement much smoother too."

Welcome, then, to the exclusive first look at *ODT*...

GO! GO!



FEELS IN MOTION
Psygnosis' French development house is renowned for its expertise in the field of motion-capture. Although the actual game might not have *played* perfectly, *adidas Power Soccer* had some of the most incredible character movement of any console football game out there.

It comes as no surprise, then, that the studio has persisted with motion-capture for *ODT*. Producer Jean-Baptiste Bolcato explains why: "Because it's one of our specialities, we decided to use the same system we used on *aPS*, where we created the bones and skeleton from motion capture we'd taken. Motion capture doesn't really help the programming as such, but it helps the graphic artists make very realistic animations, without spending too much time on hand animation." And the effect, once the game is up and running, is truly dazzling.



CAM AND GET SOME!

The camera is unusual in *ODT*. It's actually controlled using the analogue stick (which is also used for character movement). Basically, pushing left or right swings the camera round to get a wider view of the level, while pushing forward or back results in your character moving as you ask him or her to. This camera system is also really handy in corridors as it's not inhibited by solid objects so, even if you've got your back right up against the wall, the camera will still move around behind your character. Even Mario didn't get that, did he?









Party of four

Four playable characters, then, all with different skills...

Like any good RPG worth its weight in magic spells, *ODT* chips in with a party of four playable characters. However, unlike most roleplayers where you can usually switch between members of your party at will during battles, you can only play as one of these skill-bestowed beefcakes at any given time. The reason for this is quite cunning.

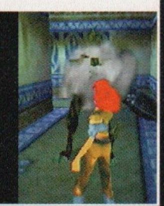
Basically, as you progress through the game, your character picks up different traits and skills which, in turn, affect the route you take. Because the four battlers each have talents in different areas, this effectively means you need to play the game four times – once with each character – to see everything. Quite how 'different' these separate routes will actually be remains to be seen, but it's certainly an interesting idea.

Throughout the game, each of the four people who make up *ODT*'s rotund shindig, not only demonstrate an enviable ability in the field of weaponry and/or magic, but also a personality-specific phrase. Here, then, is a rundown of those skills and 'witty' ripostes...

Ike Hawkins

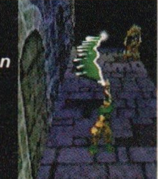
Age: *32*
Job: *Corporal*
Catchphrase: *"You can speak to me... If you don't annoy me!"*
Armour: ● ● ●
Spirit: ● ●
Weapon control: ● ● ● ● ●
Experience: ● ● ●

Julia Chase



Age: *25*
Job: *Cartographer*
Catchphrase: *"Don't forget... Roses have thorns!"*
Armour: ● ●
Spirit: ● ● ● ●
Weapon control: ● ● ●
Experience: ● ● ●

Maxx Havok



Age: *29*
Job: *Chief Engineer*
Catchphrase: *"Shoot first! Then negotiate."*
Armour: ● ● ● ● ●
Spirit:
Weapon control: ● ● ● ●
Experience: ● ●

Solaar

Age: *31*
Job: *Archbishop*
Catchphrase: *"A book to teach, a gun to preach."*
Armour: ● ● ●
Spirit: ● ● ● ● ●
Weapon control: ● ●
Experience: ●

Braving the elements

With 10oz of water, a tablespoon of fire, a cupful of earth and a generous portion of air, you can combine *ODT*'s armoury into one glorious pudding. Erm, anyway...

LIGHT

For the first few levels, you'll find that Light ammo is about as good as it gets. But, whilst it lacks a certain amount of strength, it does offer its services as a handy long range weapon. Simply choose your direction, let loose and watch it gobble up everything in its path.



FIRE

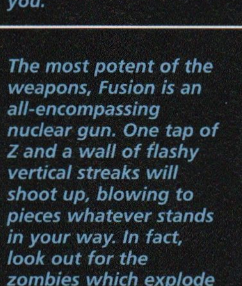
Fire is useful as you can swing it from left to right and it'll snake, allowing groups of enemies to receive death-style punishment all at the same time. Now watch them burn. Expect the flame effects to be considerably more impressive than this in the final version.



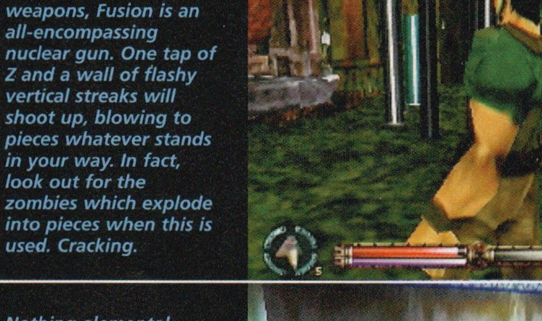
ELECTRIC

A bit 'electrical', this. Um, obviously. Hold down Z and watch the green stuff fizz out in a curved streak of loveliness. A pleasingly powerful weapon which will dispatch feisty enemies with a concentrated surge. It also locks on automatically to whatever is attacking you.

FUSION



The most potent of the weapons, Fusion is an all-encompassing nuclear gun. One tap of Z and a wall of flashy vertical streaks will shoot up, blowing to pieces whatever stands in your way. In fact, look out for the zombies which explode into pieces when this is used. Cracking.



GRENADE

Nothing elemental about this, naturally, but the grenade is a handy friend to have in the corridor sections. By tapping Bottom-C, you can lob an explosive to the end of a T-junction in the maze of tunnels and watch all life – particularly Turok-like spiders – disintegrate.



The stupids

The creatures in *ODT* are hyper-intelligent. Because they're so stupid...

You've heard of Artificial Intelligence no doubt. Well, how about Artificial Stupidity? ASS (wink, wink) is a system spearheaded by Psygnosis to ensure the enemies in *ODT* react as realistically as possible. "Artificial stupidity is a bit of a joke at the expense of all the developers who are fighting to create the best AI system ever", explains Jean-Baptiste.

This 'joke', though, has actually resulted in astoundingly responsive enemies, who are as stupid as often as they are clever. "We prefer to present the *ODT* monsters as dumb creatures, even if they feature a very complex AI set-up. Throughout the game the monsters will often feel a mixture of anger, fear and hunger and this will effect them in different ways. When hurt, for example, they tend to seek other partners or traps to attract you to them instead of confronting you. Or, if they're hungry, little monsters like raptors and rats prefer to eat their bleeding friends, which you've killed, instead of fighting you. They can see you've got an arsenal and they realise it's not in their best interests to attack you."

Ouch! Hawkins takes a swift swipe to the guts with bloody afters.

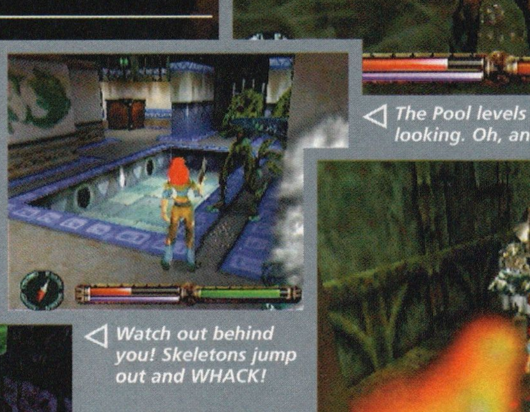
Enemy nation

So, they're dangerously intelligent. They're also plentiful in number...

"There are around 40 enemies with five new ones introduced every level", explains Jean-Baptiste when **N64** *quizzed him about the size of the enemy force in ODT.*

"On the first level you have the simple bats, then baddies with both guns and grenades emerge, then gun turrets then bosses like The Golem. In the Refinery levels, you have all kinds of robots, some of them unfinished, some of them flying. In the Vegetation level, you have all sorts of raptors and treemen, and so on and so forth. What we've done is tied in the baddies to the 'look' of the level which, I believe, works really well now."

There's also room enough to show off that motion-capture too we bet. "Generally, we are focusing on humanoid bodies in order to show the quality of the motion capture, yes, but we cheat a lot and have mutated bodies with strange legs and extra arms. Anything really."



The Pool levels are by far the best looking. Oh, and you're going to die.

Watch out behind you! Skeletons jump out and WHACK!



This robot suddenly springs into action and fires, well, fire at you.

Who gives a boss?

There're enemies and then there're ENEMIES...

The Golem

This walking boulder appears once you've made it to the end of Level 2: The Roof. Wander into this room and stand on the middle panel and one of the side rooms of this massive hall opens up to reveal The Golem. He's an impressive stone giant, moving slowly but strongly, and his weak spot is difficult to find. However, he can be outwitted, and you can give yourself time, by moving around a lot – he finds it hard to change direction with any speed.

Ice Monster

Heralding from the The Golem school of behemoths, this cool colossus is considerably faster than our stoney pal and so trying to confuse him by legging it around in circles is, obviously, not as useful. He also has a habit of kicking out when you get near, knocking down your energy with frightening ease. Sooooo, you have to be a bit sneaky. He's made of ice. You've got elemental weapons. Which, do you think, would be most effective against him?



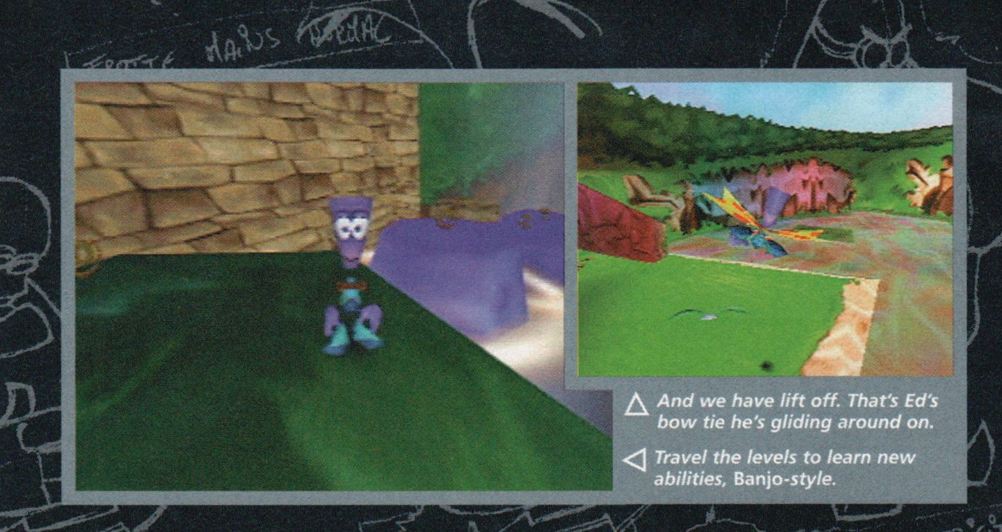
Meat Cleaver

Ah, now we see that traditional French oddness coming to the fore with this cordon bleu boss. He's a fat, floaty Edward Cleaverhands of a nasty, seemingly content to continue chopping up what look like internal organs until you wander into his kitchen. Once he's spotted you, he'll zip after you, hovering around your head and tossing an endless supply of meat cleavers your way. Proceedings are made more difficult by the moving platforms around the sides.

SPELLS LIKE MEAN SPIRITS

Magic will form an integral part of *ODT*'s world but, currently, it's not up-and-running within the game. You can collect it but, nipping to your inventory, you can't actually extract it and use it. But, as Jean-Baptiste explains, there's some pretty inventive potions in there. "Spells are very important in *ODT* as they add 16 more ways to fight the enemies (with four levels of power for each element: fire, earth, water and air). These spells are conducted in real time, not "watch only" like *Final Fantasy VII*. Some of the spells will freeze, minimise, create rain and fire, give you a shield, teleport you and make you invisible. Others will do stuff like turn you into a vampire. This last one is particularly interesting." We bet...

Ubi Soft are one of the World's largest game developers with offices and development studios all over the globe. This month we travel to Canada to have a look at *Tonic Trouble* and *Hype*, and then to London to playtest *SCARS*.



And we have lift off. That's Ed's bow tie he's gliding around on.

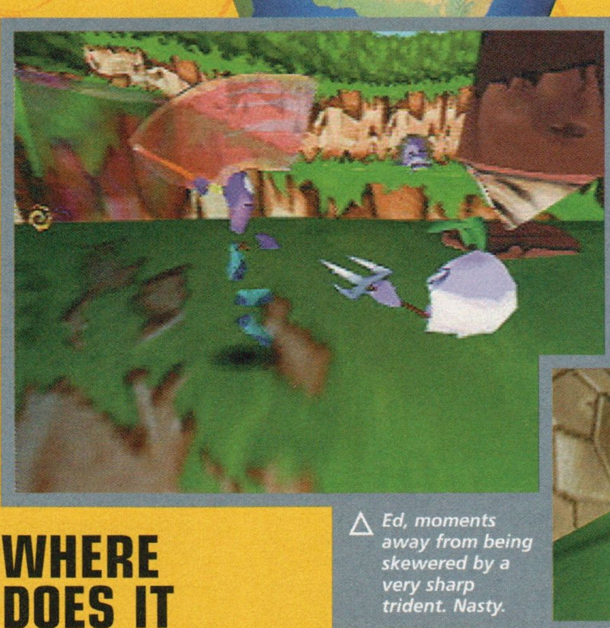
Travel the levels to learn new abilities, Banjo-style.

SPECIAL
INVESTIGATION

TONIC TROUBLE ● HYPE ● SCARS

Tonic

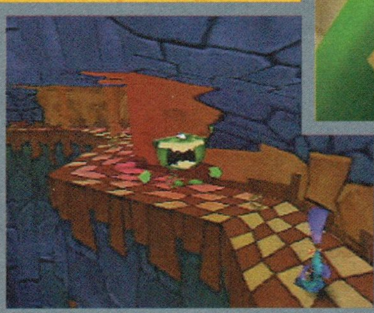
Tonic Trouble	
UBI SOFT	
November	1
US release November	



Ed, moments away from being skewered by a very sharp trident. Nasty.

A sprout? A lettuce? A cauliflower? Ubi Soft have a scary time in the grocers.

A very rotten tomato. Rotten in the violent sense.



Smug grin...

...Deranged gawp. Ed's an alien of many faces.



Ed's body inflates to, frankly, disturbing proportions.

WHERE DOES IT HAPPEN?

There are 11 worlds in *Tonic Trouble* as well as a secret one that can only be accessed by collecting enough of the hidden bonus items in the first 11.

ski slope
Ed crash lands on top of a mountain. This level sees him trying to slide down it to safety.

south plain
This level acts both as its own world (you have to find an inventor called Doc) as well as a selection hub for the rest of the levels.

doc's cave
This is the Doc's invention workshop, but he's been imprisoned by the evil Grögh's hench things. You've got to free him.

vegetable hq
The mixed veg aren't happy spending their life as food. When they get their dose of the toxic tonic, they have their chance for revenge.

north plain
Is the area approaching Grögh's castle. This level involves a lot of shooting with Ed's magic stick.

T*onic Trouble* **is not strictly French anymore. When we first talked about the game way back in issue 9, it was being developed in Paris and supposedly almost finished. When we saw it a couple of weeks ago (and a whole year later) it had moved for completion all the way to Montreal in the French-speaking part of Canada.**

Now, though, the game is definitely moments from completion. The levels have been completed, the puzzles finally sorted and in one large room of Ubi Soft's offices, a dedicated team of games testers are busy making a list of improvement tweaks to be made and gameplay bugs to eliminate. The release date's been set for sometime in November so the heat is really on.

If you've forgotten the story, the game's hero Ed – an armless space-travelling purple alien – accidentally drops a can of toxic stuff out of his spaceship's rubbish shute. Unfortunately the can lands on earth – on the head of Grögh a dipsomaniacal Viking – causing all sorts of otherwise friendly objects to be brought to life in most unfriendly ways. Which is of course where the killer vegetables come into it.

Ed's punishment for his act of inter-galactic carelessness is to go to earth and retrieve the troublesome tonic before Grögh can wreak any more damage with it. Cue 11 levels of 3D platform adventure gaming, bizarre cut-scenes, strange weapons and, for once, some really nice pin-sharp visuals.

the mysterious grey that afflicts a lot of games appearing on other platforms (*Tonic*'s other home will be Pentium PCs at around the same time as the N64 launch).

As a game it plays pretty well. There are a fair number of moves to learn as you progress through it and the puzzles are on a par, if not slightly more taxing than

VISUALS ● *Like this issue's Silicon Valley, edges were sharply defined and colours unfrosted.*

If the animation and design in *Tonic Trouble* looks familiar to you, it may be because most of the team behind the game also worked on Ubi Soft's PlayStation smash, *Rayman*. 'Strange' is certainly a good word for a lot of what goes on and even for Ed himself, whose purple head and complete lack of limbs are a world apart from the cuddly platform heroes at Rare.

What was impressive about the game when we had a chance to play it was the way that the programmers had managed to overcome the curse of the N64 fuzz. Like this issue's *Silicon Valley*, edges were sharply defined and colours unfrosted with

Banjo-Kazooie's. Obviously, threads were still being frantically tied together even as we were sitting in the office, but as a threat to *Banjo*'s future sales, or a game to steal the thunder from *Conker's Quest* (whenever that arrives), we didn't think *Tonic* had reached the peak of perfection. It'll give *Space Station Silicon Valley* (from Infogrames) a good run for its money, though.

There is still a little bit of time to go, however, and when we have our hands on a finished version of the game, we'll be playing it right the way through before reviewing it. Till November, then...

ABILITY ED

Run, jump, shoot? No, there's a bit more to it than that. During the course of his adventures, Ed can learn to do all sorts of things.

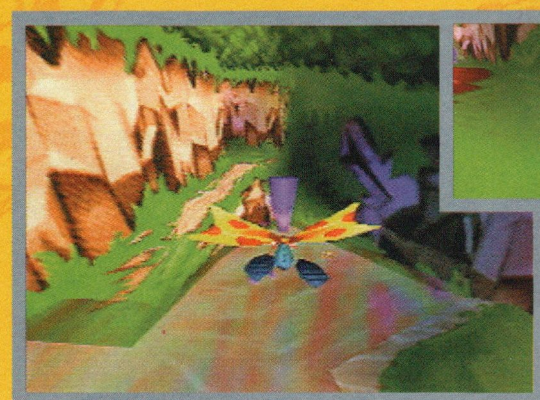
Movement
- Walk and run via the analogue.
- Sidestep.
- Jump.
- Hang from platforms.
- Swim.
- Fly (a glide similar to *Banjo-Kazooie*'s – to gain height you need to hit a thermal air pocket).

Magic Stick Attacks
- Blow pipe (with first-person or third-person aiming).
- Hit.

Others
- Can lever things up with the magic stick.
- Can use the magic stick to pogo around on.

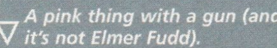
Trouble

Prepare for the attack of the mutant killer vegetables (from France).



You can't flap your bow tie (obviously) – to gain height you need to find a thermal.

Ed gets out his blowpipe. It doubles up as a pogo stick.



A pink thing with a gun (and it's not Elmer Fudd).



Ah, don't you just want to hug him. What's that? Punch the little f...

canyon

Ed uses his spotted bow tie to glide though this level, using *Pilotwings*-style thermal currents to gain extra height.

pyramid

Tonic Trouble aims to vary its action level by level. Pyramid shifts away from shooting and fighting and concentrates more on adventure game-style puzzles.

steam cooker

The title refers to Grögh's manufacturing plant which he's built to further his plans for world domination. Fight his guards in this level.

grögh's kingdom

Nearing the end of the game and things are getting tougher. The final fight with Grögh is almost in sight now.

crazy tower

Forced to retreat by Ed's persistence, if you can get to the top of here, you'll finally get to fight the evil Grögh and recover the tonic can.

bonus!

Only accessible with the correct number of bonus items collected from the first 11 levels. Some of these are hidden in such a way that Ed can only collect them with moves he's learned in later levels, which means that you'll have to do some backtracking to get the most from the game.



Okay, we'll come clean straight away – these are shots from the PC version.

Dodge the swinging knives. Arrows fly across from the sides of the wall to make things that little bit harder.



A spell is cast and funny orange fire stuff spreads out from our hero.

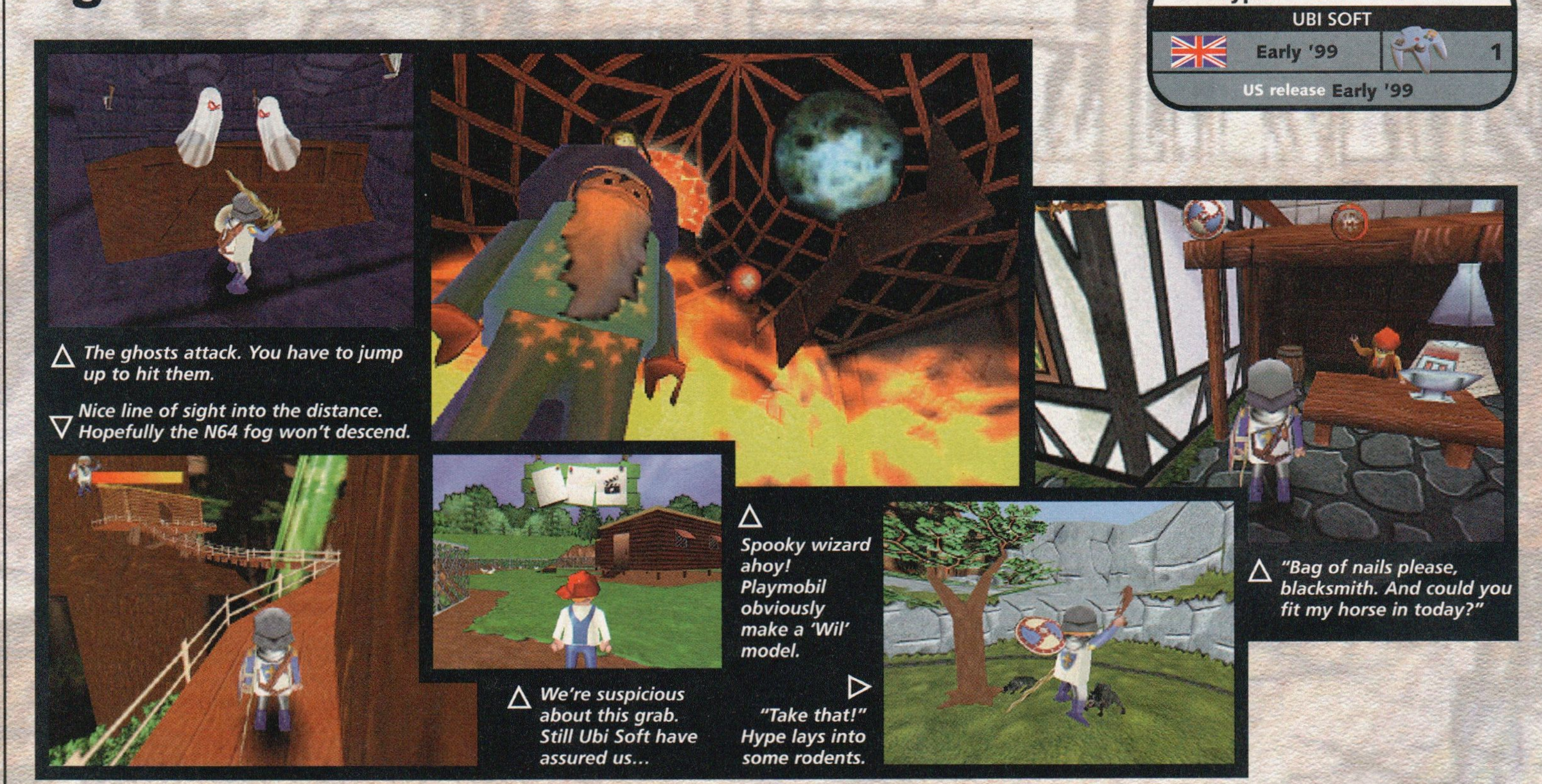
SPECIAL INVESTIGATION

TONIC TROUBLE ● HYPE ● SCARS

Hype The

There comes a time when every good toy has got to fight for what he believes in.

Hype: The Time Quest	
UBI SOFT	
Early '99	1
US release Early '99	



The ghosts attack. You have to jump up to hit them.

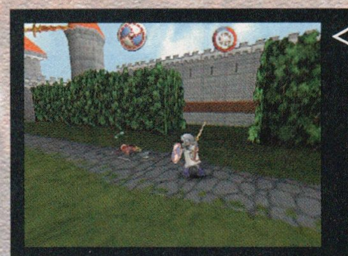
Nice line of sight into the distance. Hopefully the N64 fog won't descend.

Spooky wizard ahoy! Playmobil obviously make a 'Wil' model.

"Bag of nails please, blacksmith. And could you fit my horse in today?"

We're suspicious about this grab. Still Ubi Soft have assured us...

"Take that!" Hype lays into some rodents.



Out in the castle grounds, Hype beats up an innocent elf. Probably.



Lovely light-sourcing no? The N64 version will have it too.

Prepare for sword battle. On guard!

The all-range dragon flying mode.

Time Quest

MASTERY Here's 13 levels of crisp hack-'n-slash adventure game tomfoolery. Except in a Playmobil style, obviously.

Were you a Playmobil or Lego kid? A quick straw poll in the N64 office this afternoon reveals a 4 to 1 split in favour of Lego (Martin had neither – he preferred shooting spiders with his air gun). Nevertheless, Playmobil is one of the biggest toy ranges in the World, and it's not just Andrea who's been intrigued by *Hype* this month.

We briefly reported on the game back in issue 17 after we saw a few levels of it running at the E3 show in Atlanta. Since then, work has continued apace at Ubi Soft's Montreal office, and although the N64 version will arrive a little after the Pentium PC edition, neither is too far away on the horizon.

The game takes characters from the Playmobil world – particularly the medieval set – and throws them into a time-travelling plot of commendable complexity. The hero of the story is Hype, who had is name chosen because the game's original designer thought it sounded 'cool'. Which is worrying. But, forgetting that, his fight – and unfair defeat – against the Black Knight sees him cast back in time. If he's to get back and prevent the Black Knight from taking permanent – and characteristically black and evil – control of the World, Hype's going to have to fight his way back through time to do it.

Which, of course, is the cue for 13 levels of crisp hack-'n'-slash adventure game tomfoolery. Except in a Playmobil style, obviously. The strange thing is, if you think of Playmobil figures, you'll remember that they're not the most animated of toys – elbows and knees are right out, for instance. It's a real achievement, then, that *Hype*'s animators and designers have not only managed to create a game with realistic rucks and swordplay battles but also left it unmistakably, well, plastic.

The levels we played involved fighting skeleton guards and ghosts and solving some puzzles with varying degrees of originality. One nice one involved stepping on coloured floor tiles in a pattern you could only work out with a bit of knowledge about how different colours work together. One which reminded us of some of the more hair-tearingly difficult sections of *Tomb Raider* involved swinging axes and arrow-shooting blow pipes sunk into the wall.

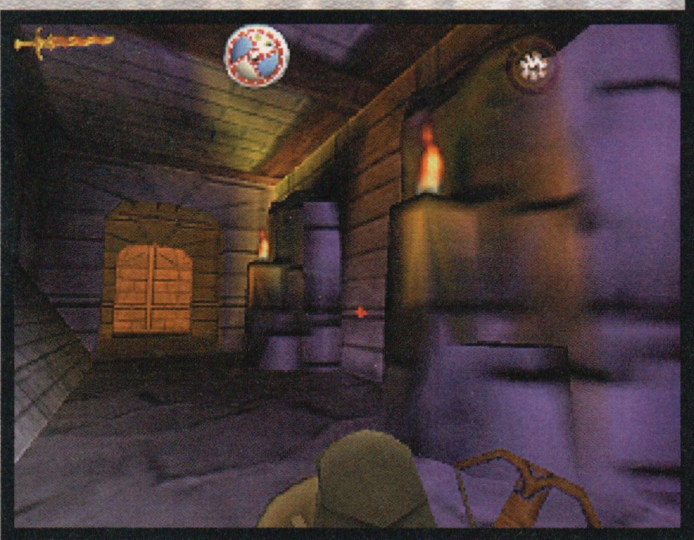
Along his way, Hype picks up new weapons and new magical abilities which help him in his quest. He also befriends a dragon who becomes a top fire-breathing mode of transport and your carriage for a whole level of free 3D flying shoot-'em-up action. There are hundreds of people to talk to as well, giving an RPG element to the game, and it's vital that you do stop and chat because many of the characters will give you vital clues that you'll need to progress through the game.

Unfortunately, there were no N64 development carts available to take screenshots from, so the images here come from the PC version. Ubi Soft promise that the Nintendo version will be just as crisp – something they believe to be a big part of the Playmobil feel. We hope they do it.

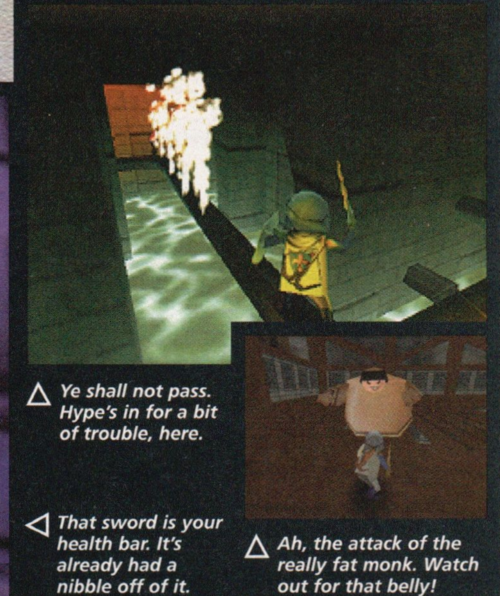
A game based on kids toys – is this really what we want for our N64s? Well, from what we saw, *Hype* is coming along very nicely. There's plenty of fighting, thinking and puzzling to be done in some beautiful environments and locations and we reckon the game could just be one to look out for in the dark months before Easter next year.

Just think what they could have done with Lego, though...





That sword is your health bar. It's already had a nibble off of it.



Ye shall not pass. Hype's in for a bit of trouble, here.

Ah, the attack of the really fat monk. Watch out for that belly!

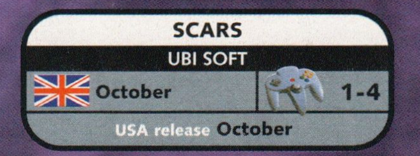
▽ Looks distinctly like a shark on wheels, that one. Or is it a tuna?

△ Looks just like Freezeezy Peak, doesn't it? One of these little beauties would have made Banjo-Kazooie considerably easier.

△ Holding down the trigger increases the power and range of your weapons. Ka-boom!

The Mantis car, lying in 6th place. Since the computer vehicles have independently calculated races, it's a tough game to win. ▷





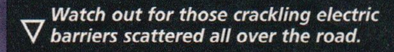
SCARS

Some day, machines will rule the earth. And then they'll have a crack at motor racing.


The game looks every bit as good with all four windows running.


Plenty of opportunity to blow your mates down the side of a mountain.


Lock on to one of the computer cars and give him a friendly missile or two.


Watch out for those crackling electric barriers scattered all over the road.



With the likes of *F-Zero*, *F1*, and *Wipeout* on the way, the N64 is fast becoming the console of choice for speed freaks everywhere. Not to be outdone, Vivid Image, developers of *Street Racer*, the popular multi-format *Mario Kart*-alike, are putting the finishing touches to their futuristic battle-racer, *SCARS* – Situational Computer Animal Racing Simulation. Some title!

Well, the Computer part comes from the fact that the races take place inside giant supercomputers of the future, which have wiped out all human life and are looking for new ways to amuse themselves. Hence the Racing Simulation, which seems like as good a way of passing the time between intergalactic conquests as anything else. The Animal bit is due to the fact that when asked to design a racing car, any supercomputer worth its chips will naturally come up with a creation based on various speedy and dangerous forms of wildlife – sharks, lions, scorpions and the like. Situational? Erm... well... There's probably a bit of a situation going on in there somewhere. Bound to be, with all those animals flying about.


Player 2 might well be about to get a taste of player 1's homing missile.

MASTERY SCARS features the kind of closely fought, power-up enhanced racing we've come to know and love since the original Mario Kart.

SCARS features the kind of closely fought, power-up enhanced racing we've come to know and love since the days of the original *Mario Kart*, and indeed, *Street Racer*. It's structured as a series of championships, and winning each one unlocks up to a total of nine extra tracks and vehicles. As a one-player game it's challenging without being unfair. The computer racers aren't restricted to a perfect racing line – they take shortcuts, use weapons, and make the occasional mistake, just like a human driver. Each car's race is calculated individually, so if a computer player whizzes past you at the final corner, it'll be because he's been putting in a determined spurt for the line, not because his speed was mysteriously doubled as soon as he fell behind.


You want nice shiny lighting effects? SCARS has got plenty of 'em.

The cars vary in handling from light and skiddy to heavy road-hugging monsters, and some are more suited to certain tracks and conditions than others. Pick a heavy car on a fast, open course and you'll be left lagging behind, but you'll be glad of the extra weight when you need to barge through the traffic on a narrow icy bend. Light cars can pull off lightning fast handbrake turns, but don't fare so well when it comes to the physical stuff, such as jumping over missiles. Other cars are better at using weapons, so when you collect a power-up you'll get twice as much ammo – an advantage in the four-player mode,


GO! GO!

COMPLETELY LAA LAA

Writing computer games? Easy money. You just sit around drinking strong coffee all morning, surf the Internet for a while, and have a quick bash at the keyboard during your lunch break. Then you go home.

No, no, hang on... That's writing *about* computer games. Programming them is a different matter – not only do you have to have the brains of a mathematician, you also have to have an aptitude for electronics. Check out Vivid Image's innovative way of keeping an old monitor going way beyond its sell by date.







where the missiles fly thick and fast, and the lead usually changes hands several times per lap, giving the game a distinct *Mario Kart* flavour.

Of course, technically *SCARS* is generations ahead of *Mario Kart*. The tracks are designed over twisting, undulating mountainsides, allowing for plenty of detail with a minimal amount of draw-in. At times, the graphics seem almost photo realistic, especially with all the particle effects (which are specific to the N64 version) turned on. The races can take place in daylight or at night, with rain, mist, or snow as weather conditions, and the courses look really spectacular when they're lit up against a black sky. All of the cars have headlights, and they can be dipped or switched to full beam to illuminate the darker parts of the track.

Even supercomputers of the future enjoy a tasteful bit of stained glass.

VISUALS

The tracks are designed over twisting, undulating mountainsides, allowing for plenty of detail with a minimal amount of draw-in.

Even the computer cars light up the landscape as they drive around distant parts of the circuit, and the pools of light cast reflections off the rocks and bumps in the landscape. It looks absolutely superb, and runs at a fast, slick frame rate without a hint of blurriness.

Impressive stuff for any developer, but when you consider that *SCARS* is Vivid Image's first N64 game, it really does put certain big names to shame. It'll be up against some incredibly tough opposition this winter, with the head-to-head between *F-Zero X* and *Wipeout* likely to grab most of the attention, but Ubi Soft remain confident that *SCARS* is different enough to carve out a sizable niche of its own. Full review around October time, then.



Don't spend too much time admiring the sunset – get racing!

Can't drive? Then shoot!

SCARS includes a decent range of weaponry, but is never too unfair. Missiles are the most common form of power-up, coming in plain vanilla and heat-seeking varieties. A direct hit with either one will result in a disorientating spin and loss of speed, as will a collision with one of the dropped barrier weapons. Fortunately there's a rear view option, so you can keep an eye on the incoming offensive object and hop to avoid it – if you're lucky. You can use this view to drop weapons behind you, by pulling down on the stick as you fire. There's also a kind of 'pass the parcel' weapon. Pick it up and a little timer will appear over the top of your car, which will count down the seconds until your car explodes. Pressing the Z trigger passes the bomb on to another car, and the trick is to time it so that you unload the power-up-o'-doom onto your opponent just as it's about to go off.



Hitting the accelerator and the brake together results in a handbrake turn.

How do they do that?

It's subtly done, but after a few races you'll notice that there is very little repetition of trackside detail – turn a corner on any track and you won't be confronted with endless texture tiling. Vivid Image's team were keeping their programming secrets to themselves (maybe because we wouldn't have had a clue what they were going on about). As they told us:

"We're doing things with the N64 that, technically, you shouldn't be able to do. We used over 600 different textures for each track, and there's no way you'd normally be able to push that many through the N64's video buffer quickly enough to use them all at once, but we've managed to work round it."

And not only have they squeezed it all onto a standard 64M cartridge, they also developed *SCARS* using just a single N64 programmer. Curiouser and curiouser...

All the graphics in SCARS were designed using PC workstations and ported directly to the three different platforms the game will appear on.

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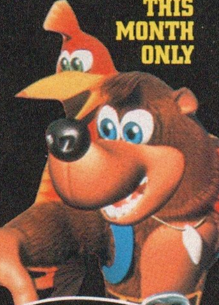
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THE LATEST U.K. N64 GAMES REVIEWED, RATED... AND COMPLETED!

N64 MAGAZINE ARENA

ISS'98

The greatest football game in the world just got a whole lot better...

GO TO PAGE 54

BIO FREAKS

Blood spillage – PAL-style!

GO TO PAGE 60

F1 WORLD GRAND PRIX

The greatest racing game on the N64!

GO TO PAGE 62

N64 MAGAZINE ARENA

Guide to scoring

N64 Magazine is strict with its scoring policy – we don't give out high scores unless we're satisfied that a game really deserves it. Likewise, we're not afraid to use the full range of marks for the dross. Aero Guage and MK Mythologies *quake before us!*

85% and above – *Only after playing a game right through to the end will* **N64** *Magazine consider awarding it a Star Game badge. So you can be sure that only the N64 games that're really, genuinely worth buying get the highest scores.*

84% – 70% – *The best Nintendo 64 games really are superb, so many games that'd seem top-notch on other machines are eclipsed on the N64. But if we award a game 70%-plus you can be sure it's jolly good fun, and well worth thinking about adding to your collection.*

69% – 50% – *We hate giving games marks like this. Are they worth buying? Or not? But every so often there comes along a game that's perfectly playable and everything, but just isn't special in any way, and simply doesn't make good use of the N64.*

49% – 20% – *Here you'll find games that're lazily programmed or hurriedly cobbled together, or simply weren't a good idea in the first place.*

19% – 0% – *The disaster zone. There've been a couple and we've not shied away from telling you the whole truth about them.*



MORTAL KOMBAT 4
Ripping arms. *MK* goes PAL! GO TO PAGE 68

CRUISN' WORLD
Um, not really very good. GO TO PAGE 70

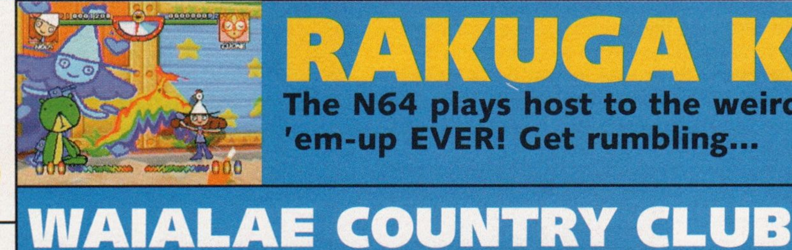
CHOPPER ATTACK
Tweaked, changed, reviewed! GO TO PAGE 71

BUCK BUMBLE
Bzzzz! Insects go to war... GO TO PAGE 72



IMPORT ARENA

The games they're playing in America and Japan.



RAKUGA KIDS
The N64 plays host to the weirdest beat-'em-up EVER! Get rumbling... GO TO PAGE 78

WAIALAE COUNTRY CLUB
Golf comes to the good ol' US. What's it like? GO TO PAGE 80

BOMBERMAN B•DAMAN
Another *Bomberman* game. Another dud. Tsch. GO TO PAGE 81

CHORO Q
Micro Machines-style racing turns up in Japan! GO TO PAGE 82

SUPER ROBOT SPIRITS
Anime robots battle it out. Sedately. GO TO PAGE 83




HOW IT WORKS

Team 64 are gaming experts – they've been knocking around the nether regions of electronic entertainment for donkey's years. They've been hand-picked according to their ability to: a) play games and finish the great ones, b) make definitive judgements and, c) write down their assessments in a clear and entertaining way.

What those categories mean

9 VISUALS

The N64 can produce gob-smacking graphics that are light years ahead of other consoles. Does the game in question reflect this?

9 SOUNDS

Are the tunes any good? Or are they best turned off? How about the sound effects? Atmospheric and useful? Or a bit embarrassing?

9 MASTERY

With the Nintendo 64 being so 'special', how well does the game make use of the incredible hardware at its disposal? Or would it work just as well on any other console?



9 LIFESPAN

At £60-plus a go, you'll want to get weeks of entertainment out of every N64 game you buy. That's why we finish the best ones to make sure they don't peter out prematurely.



VERDICT

The big score at the end is basically, in as scientific a fashion as possible, how much fun the game's going to give you. Look to the left to see how this works.

Team 64

We really enjoyed this month's premier import, *Rakuga Kids*. But, despite playing it to death, do the **N64** team *really* know what the word 'rakuga' means?



James Ashton
"Rakuga? Will you stop badgering me!", said James, picking up the phone. "Can't you see I'm busier than you can possibly imag... Oh, hi, is that Pizza Hut?"
Game of the month: F1 Grand Prix

Paul Jarrold
"Rakuga? Oh, I've heard of that. Isn't it the secret potion the rest of the team take to ensure that they win at games?" No. "So, it's just me, then?" Yep. "Oh."
Game of the month: Cruis'n World



Wil Overton™
Sadly, Wil is currently up on GBH charges after his haircut severely crippled an old lady as she crossed the road. His fringe encompassed her very soul. Nasty.
Game of the month: PM Stadium

Andrea Ball
"Easy. I'm the Prod Ed, and I know the Oxford English Dict back to front. Sooo, rakuga does, of course, mean 'stink' or 'to stink of'." Cobblers. "Stick time!"
Game of the month: Rakuga Kids



Tim Weaver
"Kiss my rakuga!" said Tim, certain that his expert knowledge of Japanese would carry him through. "Think I've got time for your pile of rakuga, Wrong!" Weirdo.
Game of the month: Wipeout 64

Jes Bickham
"Hallo! Eet ees me Jes vrom Aqua. I vill blind you wiz my slappy head, no? Ja, eet is true; I am zee solar panel for a sax machine. Just like Kenny G, is it not?"
Game of the month: Buck Bumble

Martin Kitts
(Silence) Martin? Fancy answering the Rakuga question? (Silence). Please? "No." Oh, come on. Get into the spirit of it, eh? "Oh, you're dead. I said DEAD!"
Game of the month: Silicon Valley



James Price
"Rakuga? That means 'graffiti'. Fairly standard Japanese, that. Indeed, it's an interesting language in many, many ways, not least (Hold music fades up)...
Game of the month: Buck Bumble

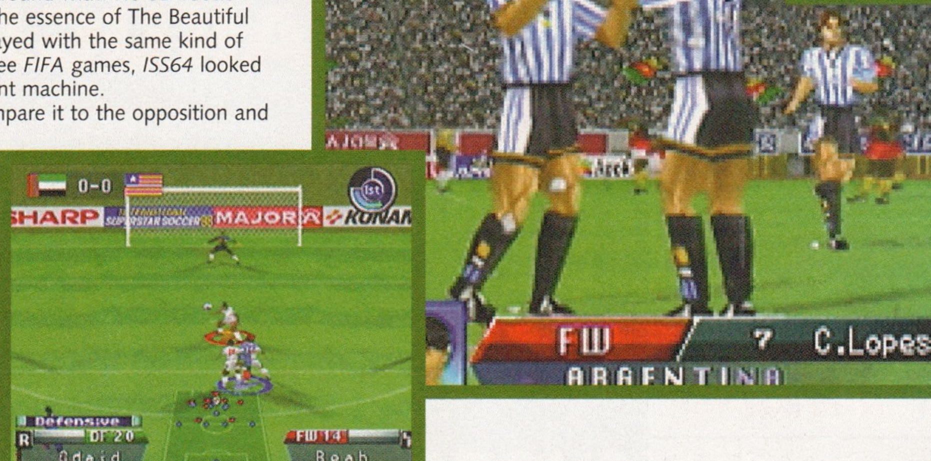
PREVIOUSLY IN N64 We reviewed the Japanese version, *Jikkyou World Soccer*, back in issue 18.

About time too. With a summer of football fever over (and EA's lumbering *World Cup '98*, like the competition itself, now just a disappointing, distant memory) Konami have finally seen fit to grace us with the PAL version of *ISS '98*, sequel to the finest football game ever.

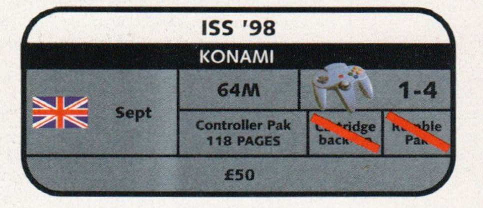
To many, the original *ISS64* was footballing perfection, a winning formula that simply shouldn't be messed around with. No 3D footie title had ever come so close to capturing the essence of The Beautiful Game, and nothing before or since has played with the same kind of fluidity. Compared to any of the N64's three *FIFA* games, *ISS64* looked like it was running on a completely different machine.

So did it really need an overhaul? Compare it to the opposition and you'd still have to say no. But is it even possible to improve on something so perfect? Well...

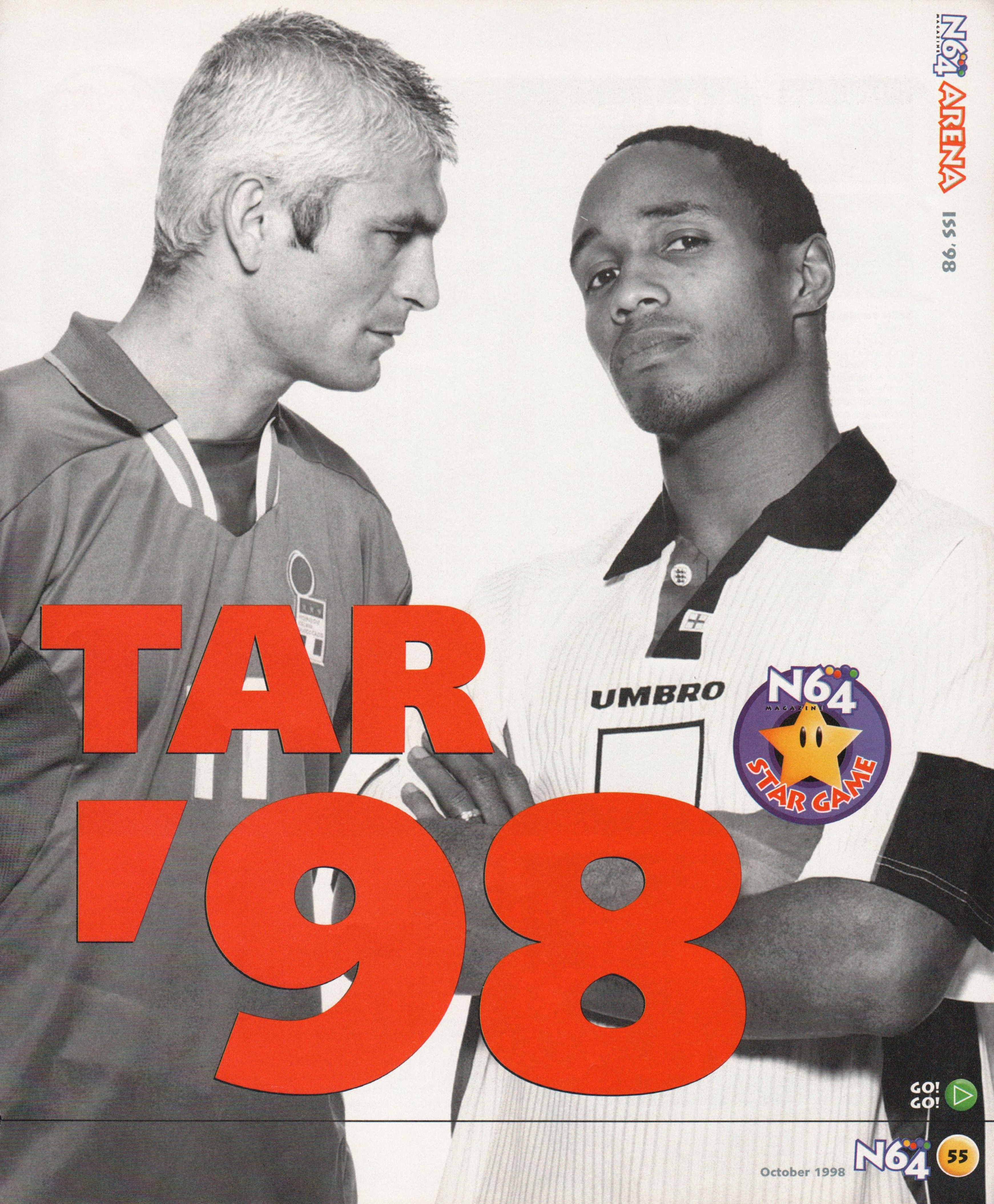
To be honest, after our first few hours with the Japanese version, *Jikkyou World Soccer*, we were a touch disappointed that so little had changed from the original. But the more we play *ISS '98*, the more subtle new enhancements we notice, to the point where it now seems like a genuine step forward from the first game. The next few pages will give you a complete rundown of the best of the new stuff we've discovered so far.

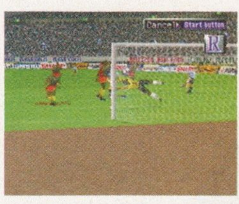


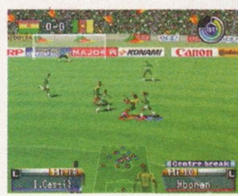
INTERNATIONAL SUPERSTAR SOCCER



At long last, the sequel to the Pele of football games.


N64 MAGAZINE ARENA
ISS '98
TAR '98
UMBRO
N64 MAGAZINE
STAR GAME
GO!
GO!
October 1998
N64
55





BEEN THERE, DONE THAT?
One of the best things about *ISS64*'s animation was the sheer amount of it Major A managed to cram into the cart. Each move was motion captured in several ways, and the celebrations... You were likely to see as many new ones after 100 goals as you did after 10 – how many of you ever saw the Nigerian "Joey From Friends Commando Stride" on a regular basis? *ISS '98* retains all the best of the original animation (which is most of it) and adds so many new tricks and touches that you'll still be seeing new things after days of intensive play. And of course, you'll have to try out every team in the game to make sure there are no hidden moves lurking in there. Nigeria again, perhaps?

Moves

NEW FOR '98

THROUGH BALL
The through ball, one of the best moves in *ISS64*, has been updated with the addition of a 'hold and run' feature. Instead of instantly releasing the ball, you can delay the pass by holding down the button until the forward is onside and in the best position to make his run. You can still move around while the button is pressed, which makes getting your angles right a doddle.



HEADERS
A bit of a weak point in the original, as they never seemed to look powerful enough to score with. *ISS '98*'s players have obviously been in for some intensive weight training, and they regularly leap salmon-like and thump the ball goalwards with a flick of their newly muscular necks. The animation looks far more realistic too.



CURVE
A bit unwieldy in the first game, but silky smooth and incredibly precise in *ISS '98*. Just hold down Z and gently move the joystick to apply a little bit of spin, or push it all the way to perform banana shots, shoot directly from corners, or terrify the keeper



OVERHEAD KICK
How many times did you ever successfully pull one of these off in the original game? Not as many as you'd have liked, we'll wager. Well now it's much easier to score with spectacular bicycle kicks and overhead volleys, and there's an excellent overhead clearance that your defenders will always attempt if the ball is at the right height.



LOBS
The lob button gives much more subtle control, from the mighty hoof upfield (which now goes further and faster than before), to the gentle little dink into the box. You can actually knock a ball over a defender's head, run past him, and volley it home with a flying scissor kick. A guaranteed crowd pleaser.



ANGLES
You don't have to be facing in the direction you want to kick the ball any more. The players now have a 180° range, which means that you can carry the ball down the middle of the pitch and use the lob button to knock it out wide to the wingers without ever breaking stride. All it takes is a little tweak of the analogue stick, and it works a treat.





▽ The Russian keeper has to be alert against the mighty Welsh forwards.

Kolynov scores his first and Russia's seventh. ▷

So it's changed then. Not in a drastic, classic-ruining sort of way (Major A are far too canny for that), and not in a way that would be immediately apparent to even the biggest *ISS64* fan, but there's definitely something different about this new jazzed-up sequel.

It goes some way beyond a few snazzy new menu screens and extra options, and it takes a fair amount of experimentation to discover, but eventually *ISS '98* starts to *feel* different. If you play it as if it was *ISS64* you'll immediately feel at home. The controls are identical, the players look the same, they have all the same moves and animations, and your favourite tactics will produce exactly the same type of goals. A couple of minutes into your first game and you could be excused for feeling somewhat cheated, but after a couple of hours' experimentation you'll begin to think that perhaps the original game wasn't so perfect after all. Because *ISS '98* makes subtle improvements to almost every aspect of the gameplay.

Close passing, dribbling, and South American skills were all things the original game excelled in. Crosses, set pieces, chips, headers, and volleys less so. The former category might be what you'd prefer to watch in real life, but unless you're a fan of Brazil (or Barnsley) it's something you'll rarely get to see. *ISS '98* still allows you to do all those things, but

Gameplay

NEW FOR '98

HOLD CURSOR

Pressing the right shoulder button performs a manual player change, as in *ISS64*. Hold the button down and you can lock the cursor, preventing those annoying player switches that always seem to happen at the most inopportune moments. Proves its worth in defensive situations, but don't think that the computer players nearer the ball will get stuck in without you.

DROP IT, KEEPER

The footballing authorities are a little bit vague on this one, but *ISS '98* has plumped for the longer part of the 'five or six second' handling rule. Konami has spoken. It shall be so.

CAMERA

Traditional side view or overhead *Super Soccer* perspective, with three levels of zoom. The choice is yours, and both views play equally well, with the overhead camera giving the best view of curling shots, but putting the player attacking the bottom of the screen at a slight disadvantage. The side view shows less of the pitch, but is reassuringly familiar to *ISS64* fans.

◁ *This is the angle you'll probably stick with. Side view, and zoomed out.*

The close up vertical camera doesn't do the game any favours, but it does make the players look superb. ▽





TELL IT LIKE IT ISN'T

The new commentator is, of course, Tony Gubba. Of Match of the Day "fame", no less. And just like his witless antecedent, the old Gubster is prone to endless repetition and clueless asides. He shouts for penalties when the offence takes place in midfield, he coos at mistimed defensive clearances, and dismisses perfect through balls as terrible speculative efforts. Be it on cart or CD, commentary in football games just *doesn't work*. You don't get it at a real matches, so why should you put up with it in a video game? That must be why they always include that handy "commentary off" button, eh?

Free kicks

NEW FOR '98

ARROWS

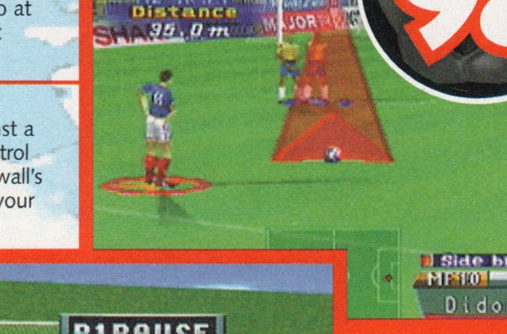
The free kick arrows are split into two parts, to control height as well as direction and power. It's also easier to aim, as the direction arrow is now operated by moving left or right, instead of the 360° control used in *ISS64*. Moving up and down raises and lowers the height arrow, and enables you to lift more free kicks over the wall.

CHANGES

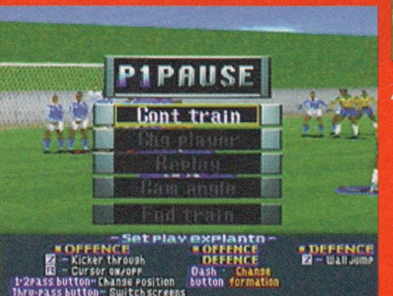
Pressing Z changes the free kick taker, which is handy if you're too far out to shoot and you'd prefer to have your star player in the box rather than on the ball. It's also used when you lay the ball off for a second player to shoot. Right-C determines which foot you take the kick with (you can sometimes get a better angle by switching feet), and Bottom-C changes the set play formation. If *ISS64* was a bit of a San Marino at free kicks, *ISS '98* is most definitely Brazil.

WALLS

If you're defending against a free kick, Z is used to control the precise timing of the wall's leap. Not too effective if your opponent knows how to curl the ball around it, but it's all part of *ISS '98*'s totally believable football. The wall can actually jump over a scuffed daisy cutter of a free kick, just like in real life.



△ *Zidane (or Didom, if you prefer) lines up an early free kick in the World Cup final. Look out, keeper!*



◁ *There you go. The full explanation of the new controls, Z-button included.*







△ *You can't take your eyes off Bergkamp for a second. And doesn't he look just like Beavis?*

Oh come on, ref! I hardly touched him. Diving git. ▷

gives you the equally effective option of spreading the play with long balls across the pitch or skyward punts from fullbacks to wingers, and unlike the original, the long ball is almost as likely to find its target as the short pass. Not pretty? Well just wait until you see what the players can do when the ball is off the ground – surely you never saw an *ISS64* player cushion a pass with his chest and volley it home in one smooth Salas-like action? Or leap at a gentle free kick into the box and hit a bullet header into the bottom corner?

The player AI has been altered so that your team mates are less prone to headless



Management





△ England's standard 3-5-2. Hardly adventurous, but at least you can change it around a bit.



△ Make full use of the tactics – they work beautifully.

See the motivation boxes, next to the team names? Nice. ▽



FORMATIONS

There are 17 preset formations, from the useful 4-4-2 to the suicidal 1-4-5. They all vary slightly depending on which team you choose, and you can shift them around as much as you like on the editing screen. Crazy formations with two wingers on each side and gaping holes in midfield are just begging to be created.

TACTICS

There are now 16 different strategies, of which you can select up to six for in-game use. It isn't an option we really bothered with in the original game, mainly because you had to set up the tactics from scratch every time you started a new game. Now there are preset tactics for each team, which you can edit and save, and the default option has the computer calling the plays for you from the dugout.

MOTIVATION

As team manager, it's up to you to keep an eye on the squad's motivation rating. If the box is red you've got nothing to worry about, and your team will be fired up and alert, but concede a couple of unlucky goals and your motivation will sink into the blue. Picking a new captain might perk them up a bit, but make sure he's the right man for the job, otherwise things will just get worse.

MARKING

The players can be set to mark in blocks (defence, midfield, attack) or individually, with either man-to-man or zonal coverage. Sticking a marker on the opposition's star player might snuff him out of the game and reduce their morale, but you'll be vulnerable to through balls down the channels you leave open.

◁ Stick Southgate on their number 20. Who's on the bench, in fact. Donkey.

TEAM EDITING

The create player mode allows you to specify the player's height, with noticeable in-game results. You can also choose which foot he favours, so you can have left-footed players down the left, and two-footed playmakers and set piece specialists. You can change the preset players' squad numbers if they're wrong, and putting the correct names in is usually just a matter of changing one or two letters.

SKILLS

The better players have certain specialist skills, which determine how good they are at things like dribbling, shooting, tackling and so on. You can give created players a few skills too, depending on high their overall rating is. Things like heading and volleying are good for forwards, whereas long passing is better used on defenders and midfielders.



△ Now you can give your favourite players the skills they deserve.

SCENARIOS

Think you're good enough to bring Switzerland back from 3-0 down away to Norway? *ISS '98* gives you 16 brand new scenarios, all of them based on real life lost causes. Want to make sure England go one better than a draw in Rome? Well this is your big moment.



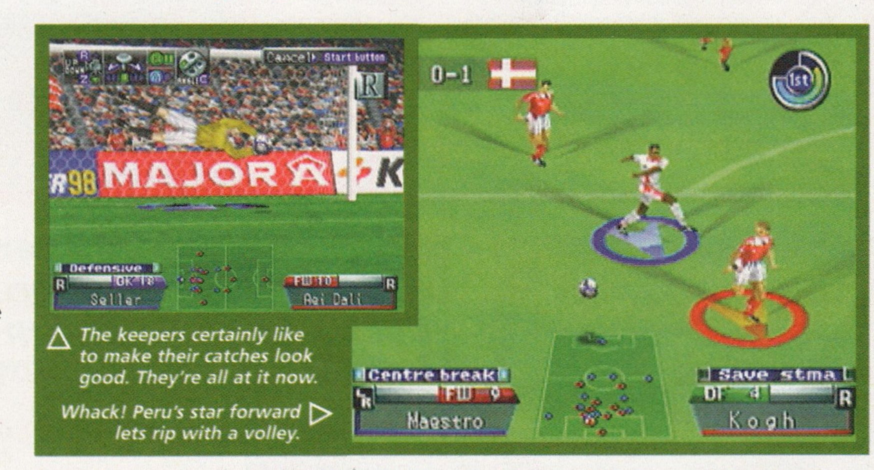
chicken antics, and more likely to do what you'd expect of real footballers. The new tactics option exploits this perfectly, with the players genuinely working to open up space down the wing, or catch opponents offside, instead of just running forwards at the first opportunity. They're also better at getting back onside when they've mistimed a run, and the new through ball system allows you to wait for the perfect moment to release that killer pass.

As far as options go, it's a whole new ball game. You can bypass all the setup screens and still play a fantastic game of football, but a bit of careful messing around will reap the rewards on the park. That's not to say that Tim didn't thrash everyone else using only the preset tactics and formations (and Italy), but it's encouraging when you can see your managerial skills reducing the average scoreline from an 8-0 tonking to a wholly respectable 5-0 whupping. More time on the training ground required then, but it's never a chore learning the game's new subtleties.

Click click click. One for the cameras there. Say cheese! ▽

LIFESPAN

Worth £50 of an ISS64 owner's money? You'll find more than enough in here to encourage you to make the switch.



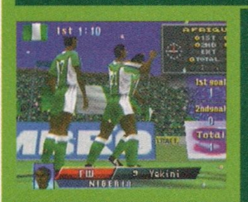
△ The keepers certainly like to make their catches look good. They're all at it now.

Whack! Peru's star forward lets rip with a volley. ▷

So, worth £50 of an *ISS64* owner's money? If you don't play that game quite as much as you used to, this will certainly revive your interest, and if you're still a committed player, you'll find more than enough in the '98 version to encourage you to make the switch. It might not blow you off your feet like the original did, but it's the best football game in the world. Ever.

MARTIN KITTS

Animations



CELEBRATIONS
You'll soon see plenty of these. There's the super-exciting Alan Shearer arm raise, the Serie A knee slide and scream, the two-handed kiss and blow, the Klinsmann dive, and the no-nonsense non-league backwards jog. The players cross themselves, hug each other, do backflips, and dance in the centre circle when they win on penalties. Our favourite? The friendly head noogie. Ouch! No knuckles!

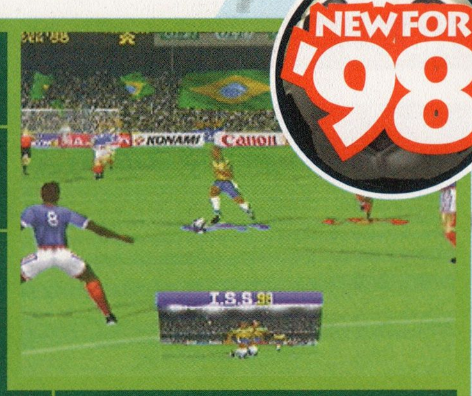
ARGUMENTS
Now that they're highly paid superstars of the footballing world, *ISS '98*'s players don't take too kindly to the ref spoiling their fouling fun, and often have to be restrained by a team mate when the man in the middle reaches for his cards. Unfortunately they never seem to get a second booking for abusing the ref.

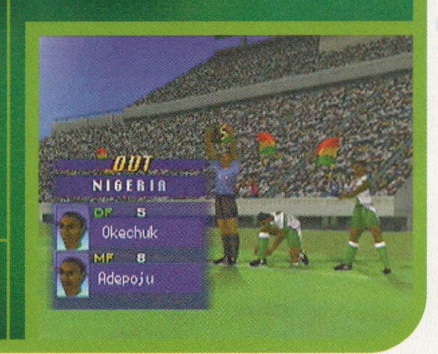
OFFICIALS
The referee is always on the pitch, suitably attired in FIFA regulation garb. They do little arm gestures for free kicks, and even have a signal for 'play on'. There are two assistant refs running the lines, complete with flags, and the officials at the dugout use those excellent electronic number boards when you make a substitution.

PLAYERS
The players move much the same way as they did last time out, which is no bad thing, but with some nice extra touches. The way they trot to a halt after they give up chasing a lost cause is wonderful, the 'in betweening' is better, and there are new animations for jumping, heading and volleying. The keepers have new moves too, waving their arms around and dancing on the line during penalties.

MEDICS
If you hack away at the same player for long enough, his knees will eventually give way, Gazza-style. Players of a bygone era would have hobbled off to the sidelines, got the trainer to pop the joint back in its socket, and played on, with their socks rolled down to show how hard they were. *ISS '98*'s players roll around in agony, screaming for the stretcher and an intravenous morphine drip. The poor loves.

REPLAYS
The replays are now accompanied by a nice Sky TV swoosh, and goals are shown twice from different angles. Should you wish, you can take control of the replay at any point and move the camera around with far smoother results than in the original game. It's still not as slick as the average American sports game for some reason, but it's a big improvement.





SCARES 'EM TO DEATH
ISS '98 definitely seems to play a faster game of football than its predecessor. Not so much so that the players zoom around like they were professional cyclists (they still get tired), but enough to be noticable. Still, we remember the old days of *Kick Off* and *Sensible Soccer*, when the players moved like the unstoppable jet-powered blobs they were. Compared to that, today's gamers have got it easy on the eyes.




9 VISUALS
A veritable 30 yard thunderbolt.

8 SOUNDS
A neat bit of close control before slotting it under the keeper.

9 MASTERY
We're getting into olé football territory here.

9 LIFESPAN
You just can't shake this lad off the ball.

VERDICT
It's a fantasy dream team, with Pele, Cruyff, Maradona and Best on the bench.





△ Go on. Give him a big wet kiss. On the modern football pitch, pretty much anything goes.

◁ Now this is just unrealistic. Man Utd fans will never see this kind of agility from Jaap Stam.

△ Look at that. How many times have you seen a midfielder put his foot on the ball?

△ Three brand new stadiums from France '98.

◁ Foul on the keeper, probably. Useless ref.

PREVIOUSLY IN N64 We reviewed the American version of *Bio Freaks* back in issue 18. It got 76%.

FATALITIES

Key
T = press towards your opponent
A = press away from your opponent

MinaTek
Headspit: T, A, Left-C + Bottom-C (close)

ZipperHead
Buzzcut: T, A, A + Right-C (close once opponents arms are gone)

Ssapo
Headevour: T, A, A + Top-C + Right-C (close)

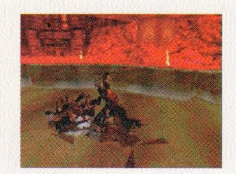
PsyClown
Cut in half: T, A, A + Left-C + Top-C (close)

Sabotage
Decapiblast: T, A, A + Top-C (1-3 steps away)

BullzEye
Backhandecap: T, A, A + Top-C (close)

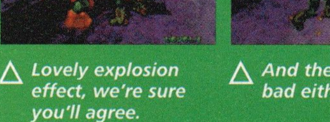
Delta
TorsoShears: T, A, A + Bottom-C (close)

Purge
Mutilator: A, T, T + Top-C + Right-C









△ Lovely explosion effect, we're sure you'll agree.

△ And the blood's not bad either.



△ Lose? With all this honour at stake?



"Raaaa! Check me out. Etc." ▷

BIO FREAKS

And then his arm came off...

That the N64 needs a decent beat-'em-up – urgently – is not exactly news hot off the press. The likelihood of it actually getting one – from America, at least – diminishes with every lacklustre pretender that Midway throw us. *Bio Freaks*, needless to say, is another in a lengthening line of 'nearly but not really's'. Ho-hum.

It's far from disastrous, though. The game introduces and exploits some concepts rare in beat-'em-ups. The most obvious of these is your character's ability to fly up and away into the large 3D environments – the camera pulling out to accommodate everything on screen. Missile attacks – they play a large part in the fighting – can then be used mid-flight to engage and even finish off your opponent, without even going near him/her/it.

Which is novel. The main problem with this system is that, far from encouraging close-fought action, it's more an open invitation for long periods of brutal hide-and-seek. Granted, your powers of flight are time limited, but with the aid of the similarly time-bound shield, if you fancy yourself as a bit of a sniper – and blowing people's brains out at a distance rather than facing them freak-to-freak is more your bag – then *Bio Freaks* is definitely the game for you.

The characters on offer are biological flying robotic enhanced armoured killer synthoids (dur, geddit?) and they are all uniquely ugly. Each has around 20 specific moves and of all the laughs to be had in the game, the most come from the specials which involve decapitation or limb removal. Blood spurts in a graceful arc – and as long as it's not their head they've lost – your somewhat de-stabilized opponent fights on regardless. Super.

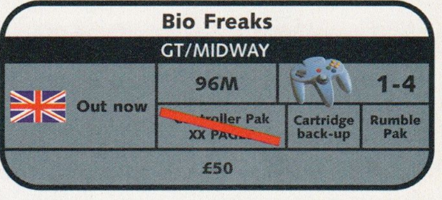
And as the blood flies you realise, if nothing else, *Bio Freaks* is probably the best-looking fighter on the N64. Flames (of which there are plenty) crackle, lasers, er, lase, lava gurgles and setting one freak upon another leads to endless visually convincing ruckage. The fighting arenas are large – too large where flying's concerned – and offer plenty of things to hide behind when your opponent's decided just to stand there loosing off their missile weapon at you.

As you play, the levels that stage your fights increase in incidental danger. Hazards such as lava and toxic pools of green gunk are there to be avoided, and aiming to catapult your opponent into just such a hotspot is as good a tactic as any when the going gets tough.

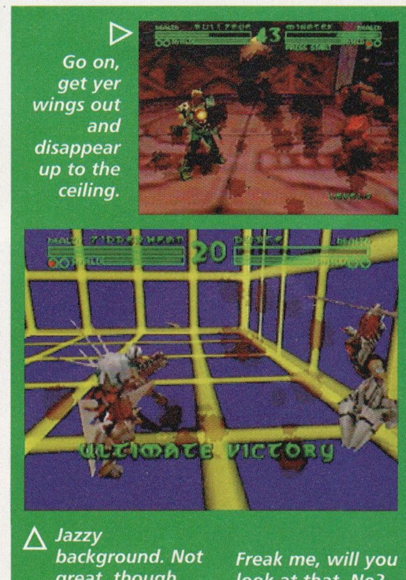
Overall, *Bio Freaks* is a pretty good game, far above average, certainly. However, for all but the most committed beat-'em-up fan (who must have absolutely everything in their collection), it's not really enough of anything to be an essential purchase. *Fighters Destiny* is a better beat-'em-up, and *Mortal Kombat 4* is more ludicrously (and hilariously) violent. Somewhere in the middle, with aspects of both, but the extremes of neither, sits *Bio Freaks*.

Come on, Capcom, what are you waiting for?

JAMES ASHTON



Bio Freaks				
GT/MIDWAY				
Out now	96M		1-4	
	Controller Pak XX PAGES	Cartridge back-up	Rumble Pak	
	£50			



▷ Go on, get yer wings out and disappear up to the ceiling.

△ Jazzy background. Not great, though. Bit camp in fact.

Freak me, will you look at that. No? Oh, okay then. ▽



"Mind the gaaaaaaaaaa" ▷

▽ Camera a bit too far away? We think so.



VISUALS 8
Really very good in a gloomy sort of way.

SOUNDS 6
It grunts, it screams, it plays some 'alright' tunes.

MASTERY 7
Cheers for trying something new and making it look good.

LIFESPAN 7
Very hard with plenty of secrets. Undoubtedly good value as beat-'em-ups go.

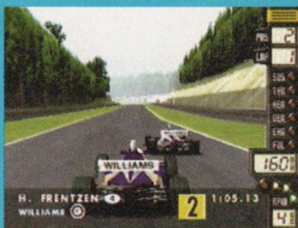
VERDICT
Fun for a while, but not a long-term prospect.



76%

PREVIOUSLY IN N64 We previewed *F1*, after playing it at E3, back in issue 17.



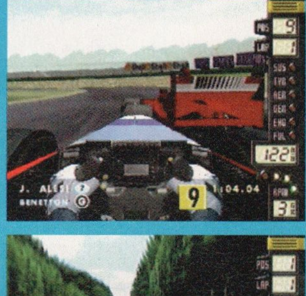






△ Panis gets the Monaco hairpin horribly wrong and risks his suspension.

Alesi comes up close behind Schumacher at the A1 Ring. Go on, Jean, have him. ▷





F1 WORLD GRAND PRIX



This is the best F1 simulation you will ever play.

Six months ago, we wondered whether the N64 would ever get a class-leading racing game. *Top Gear* and *San Francisco Rush* were *okay* but they were never games to grab the World's attention. Now, though, we're almost spoilt for choice. The sublime *F-Zero* is heading our way in November, *Wipeout*'s looking brilliant and scheduled for October, and *F1 World Grand Prix*, is right here, right now.

It's not had the pre-release hype of many games. In fact it's arrived almost Rare-like out of the blue from its American birthing palace. What's certain, though, is that *F1 World Grand Prix* represents a return to Paradigm's *Pilotwings* best, with all thoughts of *Sonic Wings Assault* banished to the back of our minds. Quite simply, it's the finest Formula 1 simulation the world has ever seen. Technically outstanding – no pop up at all – and demonstrating painstaking attention to detail, this game combines all the elements of the perfect grown up racing game with the detail that must be every Formula 1 fan's dream.

Not everyone's going to like it though. If you're wondering how that can be, you'd better read on...

F1 World Grand Prix			
PARADIGM/VIDEO SYSTEM			
Out now	96M		1/2
	~~Controller Pak XX PAGES~~	Cartridge back-up	Rumble Pak
£50			

Start your engines!

A full quota of racing options ensures that *F1* probably has more lasting appeal than just about any other racing game on the N64. Of course, you have to be a big F1 fan, but then you probably guessed that already, no?

Exhibition

This mode allows you to jump into any car and race out on any of the 17 circuits. Before you go, you can decide how many laps you want to do, along with the speccy things like fuel, tyres, wing settings and gearbox ratios.



Time Trial

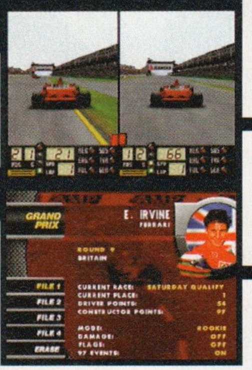
A great way to fine tune your laps on any particular circuit. Race against a ghost of your best lap and shave off those vital tenths of a second.

Challenge

An excellent addition for real F1 fans. The game takes various situations from the 1997 season and puts you at the centre of them. The scenarios are divided into Offensive (overtake certain cars), Defensive (maintain track position) and Trouble (deal with unexpected problems – tyres failing etc.). There are 15 in all arranged in order of increasing difficulty.

Two Player

Race against a friend in either horizontal or vertical split screens. Unfortunately there are no other cars on the circuit, and both players need to be of similar skill levels to get the most out of this option.



Grand Prix

The real deal. Make no mistake about it, F1 is a full on simulation game, and playing through an entire Grand Prix season takes almost as long as the real thing. Before the race itself, there's Friday practice, Saturday qualifying and a pre-race warm-up to contend with. The race can last for a minimum of four laps, right up to the full – and knackering 200 miles worth.

PICK YOUR OWN

Along with the major options, there's a whole host of other little tweaks you can make to the game.

97 Events: Switching this on replicates the events of the real races in 1997. Drivers will take each other out, engines will blow and rain will fall, all at the right time.

Racing Line: Lays a black rubbery tyre mark trail around the track showing you the fastest line around the circuit. Brilliantly done.

Damage: Even with this enabled, your computer car is a good deal tougher than a real F1 model. Even so, you'll soon find wheels flying, and your aerodynamics shredded, if you're less than careful with your ride.

Pit In: If *F1* isn't tricky enough already, you can plan pit stop strategies for new tyres and a fuel fill up.

Flags: Yellow flags warn of danger ahead. Overtaking when they're out will earn you a ten second stop/go penalty.

Weather: Not much variety: sunny or rainy. But that just about covers the most important stuff as far as racing's concerned.

Laps: From a minimum of four to full Grand Prix distance. Endurance that's on!

Wheely wide selection

We weren't sure we'd ever say this, but *F1* is actually a game ***better*** played with a steering wheel. They're hopeless for *Mario Kart* or *DKR*, difficult with *Top Gear Rally* or *San Francisco Rush*, but now, finally, steering wheels have the game they've been waiting for. It's not that *F1* doesn't work with a pad – it does, fine – it's just that the game's gone to such lengths to be an accurate simulation, it somehow seems wrong to play it without a big plastic wheel and a set of pedals.

In its relatively short life, the N64's picked up an enormous variety of steering sets. Here's our verdict on which works best with *F1*.



V3 Racing Wheel
InterAct
(01204) 700139 £80
Pretty good steering but pedals don't have strong enough springs to support your foot. No gear paddles, either.





Race Leader 64
Guillemot
The best steering control of the lot and the gear paddles allow realistic F1 gear changes if you program it correctly. The foot pedal springs are too weak, though.





LX4 with Rumble Effect
LMP 0800 0813061
The rumble effect is brilliant, but the steering return spring in the wheel makes control difficult. Only one gear paddle, but the best foot pedals on the market.





ASCII Racing wheel
ASCII 01273 821104
A good budget buy, but the lack of foot pedals and gear paddles rather defeats the object of the realism exercise.





Top Gear Steering Wheel
Logic 3 0181 9000024
The flash man of the group. Nice control but there haven't been gear levers in F1 cars for years. Pedals weak again.



Jordan Racing wheel
Joytech 01525 371769
Joytech have developed this wheel in association with Eddie Jordan's F1 team. We've not tried it yet, (a review in the next issue), but we've got a feeling it could be the best for *F1*.

The 1997 F1 World Championship

There were 17 races in the 1997 F1 season. Villeneuve won most of them in real life, but you'll need to take your chosen driver to a good number of podium finishes to clinch the championship for yourself.

THE SEASON STARTS HERE!

Round 1: Australia
Albert Park
Albert Park only recently took over from Adelaide's track as F1's antipodean event. Most famous for Martin Brundell's massive crash on the opening bend. A corker.



Round 17: Europe
Jerez
It's not been decided if the 'Grand Prix of Europe' will take place in 1998. It did in 1997, probably to make up for the lack of a Portugese race at Estoril.



Round 16: Japan
Suzuka
Famed for the crashes between Prost and Senna that decided two World Championships, Suzuka is notable for its figure-of-eight layout and the enormous fun fair just next to it.



Round 15: Luxembourg
Nurburgring
Not in Luxembourg but at the newly built Nurburgring in Germany, the Luxembourg Grand Prix is really another home event for the Germans. It's Schumacher's home track as well.

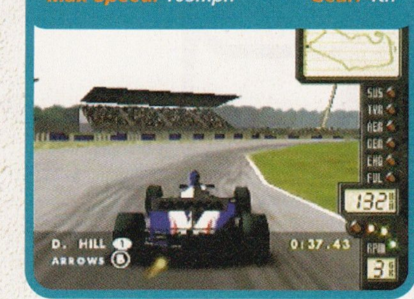


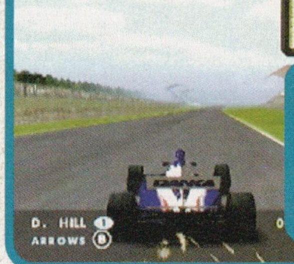




VALE
The joy of this straight is tempered by the second gear corner right at the end of it. You can still get quite a bit of speed on, though.
Max Speed: 160mph Gear: 6th

STOWE
A sharp right-hander that has seen a fair number of racers skid straight off. You'll need a good long press of the brake to be ready for this one.
Max Speed: 105mph Gear: 4th



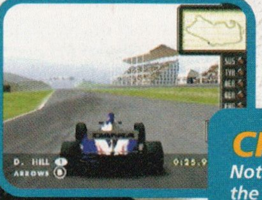


HANGER STRAIGHT
Pedal to the metal time. Your top speed here is determined by your race set up, particularly the amount of wing you've opted to use.
Max Speed: 185mph Gear: 7th

CLUB
One of the hardest corners on the circuit, both to get into safely and to build speed as you go around. Another spin favourite.
Max Speed: 50mph at entrance, 130mph at exit
Gear: 2nd to 4th



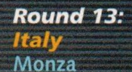
FARM
Just before you reach Farm, you should have reached around 170mph. As you enter what is almost a hairpin, you should look to be doing about 70mph.
Max Speed: 70mph
Gear: 3rd



CHAPEL
Not much more than a straightening of the road onto Hangar straight. Accelerate smoothly through it.
Max Speed: (builds to) 155mph Gear: 6th

THE BRITISH GRAND PRIX
Silverstone 5.4km 59 laps

Round 14: Austria
A1 Ring
Strangely out of sequence in 1998, the A1 Ring has the most stunning scenery of any F1 track. The circuit is very fast with an average race speed of over 130mph.



Round 13: Italy
Monza
After the warm up of San Marino, Monza is the real deal for Italian GP fans. It's getting tense by this stage of the season so a good result is a must.



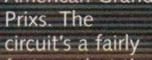
Round 12: Belgium
Spa-Francochamps
One of the few circuits that still comprises some public roads, Spa is mainly notable for its enormous hill just after the Start/Finish straight.



Round 2: Brazil
Inter Lagos
Ayrton Senna's home track (before that steering arm broke) and one of the few to race anti-clockwise (more bends left than right).



Round 3: Argentina
Buenos Aires
The second and last of the South American Grand Prixs. The circuit's a fairly fast one but there are plenty of tricky corners to cope with.



Round 4: San Marino
Imola
San Marino? A tiny nation state in North East Italy, it allows the Italians to have a second home Grand Prix. Ferrari didn't seize the advantage this year, though.



Round 5: Monaco
Monte Carlo
Possibly the most famous Grand Prix of them all, and definitely the most bizarre. The street circuit is almost as difficult as driving a 200mph car through a drainpipe, without touching the sides.



Round 6: Spain
Barcelona
Known for its unpredictable weather as much as anything else, the Barcelona Grand Prix was the first time the GP bandwagon rolled into Spain in 1997.



Round 7: Canada
Montreal
The Gile Villeneuve circuit is a fast one and crash friendly as a result. 1998's Grand Prix saw two starts both of which provoked some fantastic shunts.



Round 8: France
Magny Cours
Built out in the middle of the French countryside, Magny Cours is a favourite of Michael Schumacher who's managed to win in four out of his last five visits there.



ABBEY

Abbey is another micro-corner which you can accelerate pretty safely into from Farm as long as you don't exceed
Max Speed: *110mph*
Gear: *3rd*

BROOKLANDS

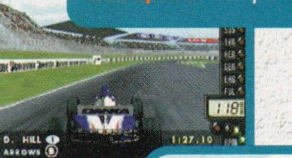
Silverstone's most vicious bend and one that saw a fair number of casualties at this year's race. 2nd gear and practically crawl around it.
Max Speed: *50mph* ***Gear:*** *2nd*

LUFFIELD

It's quite scary accelerating around a corner, but that's exactly what you've got to do here to almost triple your speed.
Max Speed: *(entrance) 80mph (exit) 130mph*
Gear: *2nd to 5th*

WOODCOTE

The final bend on the circuit can be taken flat out, especially as it leads into the nice long Start/Finish straight.
Max Speed: *175mph* ***Gear:*** *7th*





BRIDGE

A quick squirt of the accelerator from Abbey sees you around Bridge fairly safely. Your foot should be poised above the brake though for what comes next.
Max Speed: *150mph*
Gear: *6th*

PRIORY

It's a fairly sharp left so a fair amount of braking's required. However, it's also important to exit in the right place otherwise...
Max Speed: *110mph* ***Gear:*** *4th*





START

The lap begins in the shortest of the circuit's five straights. Ignore the grandstands and race down the left hand side of the straight.
Max Speed: *175mph* ***Gear:*** *7th*

BECKETTS

A sharper right-hander this, but you should have been braking for it since the exit from Maggots.
Max Speed: *110mph* ***Gear:*** *4th*

MAGGOTTS

The unromantically named Maggots is a gentle left, right bend that you need only brake lightly for. You should have reached 175mph on the previous straight.
Max Speed: *150mph* ***Gear:*** *5th*

COPSE

Copse looks like a tight corner but you can take it pretty fast if you get the racing line right.
Max Speed: *140mph* ***Gear:*** *6th*

Round 11: Hungary
Hungaroring
One of the slowest circuits on the, er, circuit, the Hungaroring is almost too narrow to overtake, and passing any car is an exercise fraught with danger.

Round 10: Germany
Hockenheim
Like a German autobahn, there are no limits on this track. With few corners and enormous long straights, cars go faster here than on any other circuit.





Round 9: Britain
Silverstone
The home Grand Prix for the majority of F1's teams. McClaren, Williams, Jordan, Bennetton, Stewart, Arrows and Tyrrell are all no more than 100 miles from their home garages.

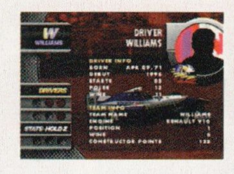
GO! GO!

FAMOUS NAMES

With its full Formula 1 licence, *F1* is free to use the real drivers from the 1997 season, all except Jacques Villeneuve who arrives with the rather generic name 'Williams Driver'.

Holding Z at the driver select screen brings up the stats correct up to the beginning of 1997, but unfortunately you can't change things around so that, say, Damon Hill drives for Jordan, rather than Arrows as he does in this year's championship. You can input Villeneuve's name, though.

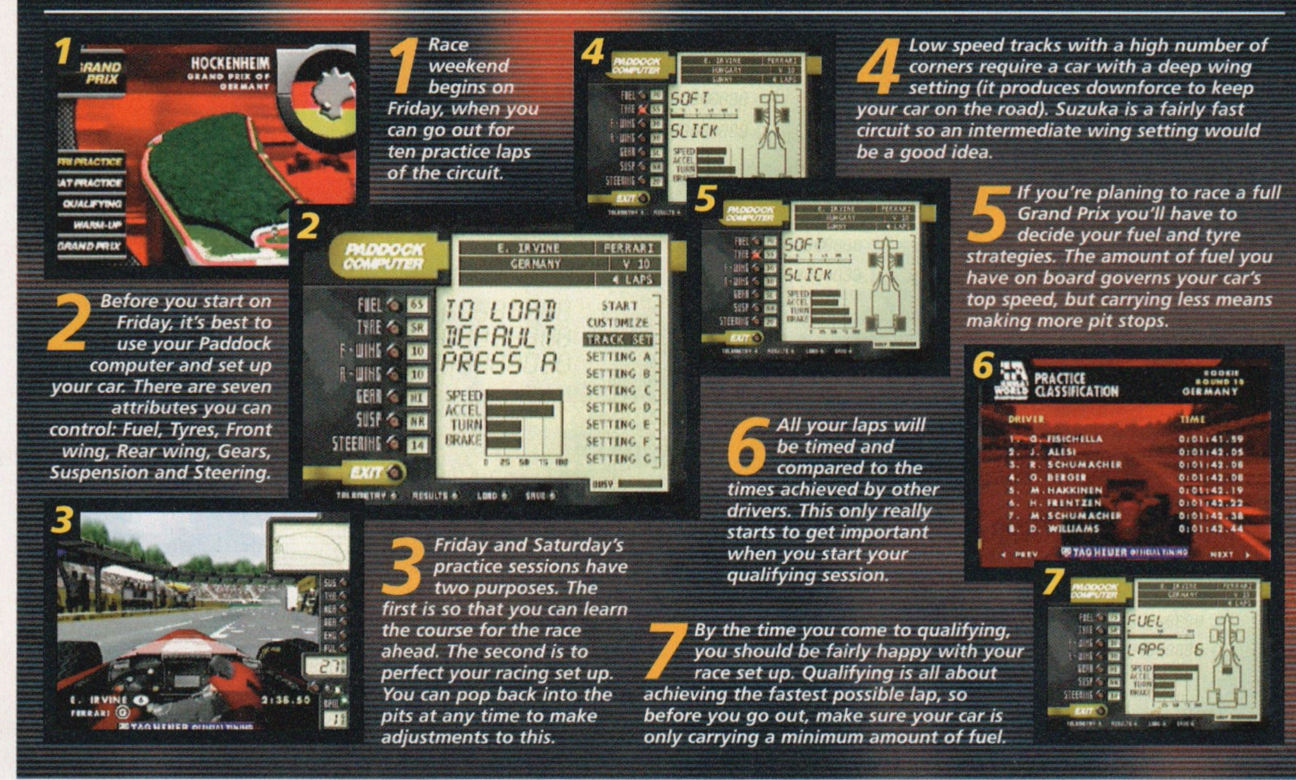
As far as racing itself goes, the cars look remarkably authentic. All the sponsors names are present and correct – albeit with the booze and fags contingent doctored to something recognisable, but more politically correct.





Race week

F1 is full of Formula 1 simulation. Hitch a ride with us as we attempt the penultimate race of the season – the German Grand Prix at Hockenheim.



1 Race weekend begins on Friday, when you can go out for ten practice laps of the circuit.

2 Before you start on Friday, it's best to use your Paddock computer and set up your car. There are seven attributes you can control: Fuel, Tyres, Front wing, Rear wing, Gears, Suspension and Steering.

3 Friday and Saturday's practice sessions have two purposes. The first is so that you can learn the course for the race ahead. The second is to perfect your racing set up. You can pop back into the pits at any time to make adjustments to this.

4 Low speed tracks with a high number of corners require a car with a deep wing setting (it produces downforce to keep your car on the road). Suzuka is a fairly fast circuit so an intermediate wing setting would be a good idea.

5 If you're planing to race a full Grand Prix you'll have to decide your fuel and tyre strategies. The amount of fuel you have on board governs your car's top speed, but carrying less means making more pit stops.

6 All your laps will be timed and compared to the times achieved by other drivers. This only really starts to get important when you start your qualifying session.

7 By the time you come to qualifying, you should be fairly happy with your race set up. Qualifying is all about achieving the fastest possible lap, so before you go out, make sure your car is only carrying a minimum amount of fuel.

How long have we waited for this? Who would have thought that when the N64 launched in Japan, it would be another two years before the first earth-conquering N64 racing game finally arrived? The N64 has shown the way with shoot-'em-ups, platformers and sports games, but the racing portfolio has always remained alarmingly thin.

All that can be forgotten now, though, because *F1 World Grand Prix* is a truly mind-blowing game. Banish all thoughts of last year's *F1 Pole Position* or this year's *GT 64 – F1 World Grand Prix* is truly a World class racer. No near miss, or fluffed opportunity, the N64 has finally got the racing game that it really deserves.

The first thing to make clear, though, is that *F1* is a racing simulation. Played on the easiest setting (where the computer handles your braking, and acceleration into and out of corners), it's just about possible to play *F1* as an arcade experience, but to do so is to really miss the point. Real F1 racing is an incredibly complicated and skillful affair and that's just what *F1 World Grand Prix* is trying to concentrate on. It wants you to learn how to cope with a seven notched gear box (and there's no reverse); it wants you to learn how to cope with braking from 198 miles-per-hour to 60 in just three seconds, and it wants you to learn how to get past Pedro Diniz without ending up upside down in a gravel trap. It's a game that wants to teach you things.

VISUALS *Each of the 17 Grand Prixs looks exactly as it does in real life; everything is stunningly realistic.*

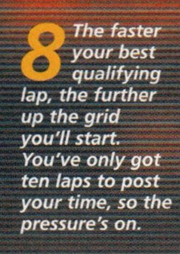
So having established that *F1 World Grand Prix* is not a game for casuals, just what is it about it that makes it so good? First up, it has to be that it's the best-looking F1 game there has ever been. Each of the 17 Grand Prixs looks *exactly* as it does in real life; from the blue glass building at the end of the lap at Magny Cours, to Casino Square at Monte Carlo; from the fair ground at Suzuka to the Woodcote bend at Silverstone – everything about the game is stunningly realistic.

But not only have the game's graphics been beautifully modelled, the engine built to



◁ You can even see some of Monaco's hills in the background.

'Moose Fly' or 'Molson Dry'? Only one of these will get you in trouble with a breathaliser. ▽



8 The faster your best qualifying lap, the further up the grid you'll start. You've only got ten laps to post your time, so the pressure's on.



9 Qualify well and you'll start Sunday's race from near the front of the grid. Starting is actually quite difficult – too many revs and you'll find your wheels spinning and the rest of the grid speeding past you.



11 You do receive some messages from the pit lane over the radio, but they're pretty rudimentary. To judge when it's time to come in for a pit stop, you'll have to keep a close eye on your head-up display.

12 Pit stops are a race against time. You've got to tell your pit crew how much fuel to add, and which tyres to fit, as quickly as possible. The drive up and away is automatic, but you'll still have to navigate your way out at the end of the pit lane.



13 Fortunately there are no engine blow-ups in F1, but if you set the game to mimic the real events of 1997, plenty of your opponents will be sliding for the gravel.



10 In the race you'll need all your practice experience just to stay on the track. The computer cars drive pretty intelligently as well, so overtaking can be a tricky manoeuvre.

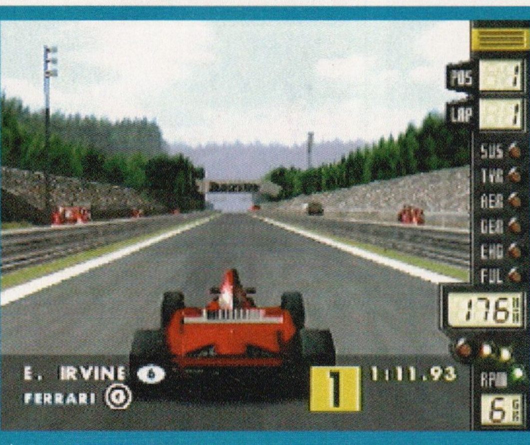
14 If it's all gone swimmingly, you should find yourself out in front as the chequered flag is being readied in the home straight. 10 points for a win, six for second, four for third, then three, two and one for the next three home.

HELP

Formula 1 racing is not easy. Each of the cars has seven gears and brakes that can rub off 100mph of speed in a matter of a few meters. Driving successfully around a Grand Prix circuit requires intense concentration as you coordinate gears, steering, acceleration and braking. It's why they get paid so much.

Fortunately, the first difficulty option in *F1* allows you to select automatic braking, gear changes and acceleration. This ensures that you arrive for corners at the right speed in the right gear. Even with these aids on, it's still easy to get it all wrong, and you'll need hours of practice before you think of turning them off.





△ An open road ahead. Eddie Irvine is momentarily confused by the lack of cars to collide with.



Heinz-Harrold takes another trip into the sand and is then sacked by Frank Williams. ▷

drive them is easily the best yet seen on the machine. Pop up has been all but eliminated (even on problem landscapes such as grandstands) and if the game didn't drop the odd frame as cars turn into corners, we'd have been forced to award it ten out of ten for visuals.

Unsurprisingly given the graphics behind it, the game plays extraordinarily well too. The handling is realistically ticklish, and almost certainly designed with an analogue steering wheel in mind. There are superb touches as well, like double tapping the throttle button to 'floor' the accelerator and double tapping the brake to lock the wheels. Why's that useful? If you've ever seen an F1 driver fling their car through 180° to right it on the spot after a spin, then you'll know.

Play modes are neatly divided to widen the game's appeal. You can opt to race Grand Prixs on a minimum of four laps and have the computer help you do it. You can opt to jump straight into an 'Exhibition' race without going through any of the lengthy pre-qualifying, set-up and qualifying. However, with a reliable on-cart save built in, you'll soon find yourself hankering after longer races and working your way through an entire 17 race season. If you watch two hours of Grand Prix every other Sunday (and maybe even tune in for qualifying on Saturday), the thought of deciding your own pit stop, tyre and fuel strategy, in an almost photo-realistic game, will be far too tempting to keep you out of Electronics Boutique.

If there are problems, they're minor. The occasionally low frame rate – especially as you go around complicated corners – is forgivable, as is some less than first-class collision detection when you hit other cars (not something you should be doing in an F1 race, anyway). It's too good to criticise wholeheartedly.

And of course, it wipes the floor with the PlayStation F1 games. Go get it.

JAMES ASHTON

9 VISUALS
Stunning. Amazing accuracy and detail. No pop-up, occasional dropped frames forgivable.

7 SOUNDS
Effects fine but limited. The music could have been better.

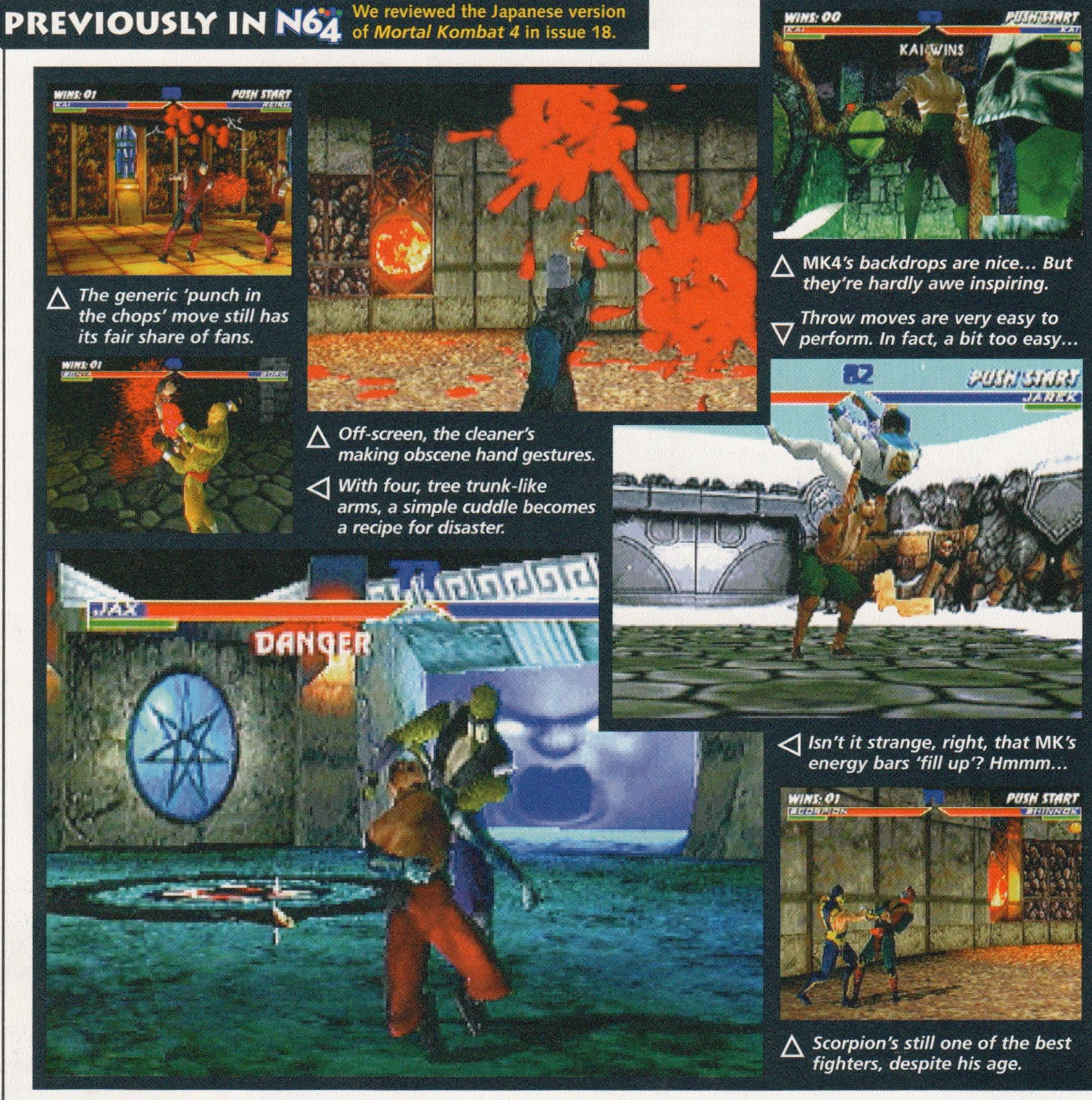
10 MASTERY
Finally, the racing game that the N64 deserves. Thrashes the PSX version.

9 LIFESPAN
18 tracks and a mssive difficulty curve between the three difficulty settings. Superb.

VERDICT
The finest driving simulation the world has ever seen. Buy it.



PREVIOUSLY IN N64 We reviewed the Japanese version of *Mortal Kombat 4* in issue 18.



The generic 'punch in the chops' move still has its fair share of fans.

Off-screen, the cleaner's making obscene hand gestures.

With four, tree trunk-like arms, a simple cuddle becomes a recipe for disaster.

MK4's backdrops are nice... But they're hardly awe inspiring.

Throw moves are very easy to perform. In fact, a bit too easy...

Isn't it strange, right, that MK's energy bars 'fill up'? Hmmm...

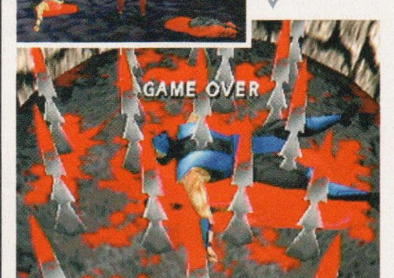
Scorpion's still one of the best fighters, despite his age.

Thwack! Squelch! Aaaargh!

Ahhh, it's a nasty business, this **Mortal Kombat** lark. It's got more gore than a weekly Knitting Circle meeting. OUCH!



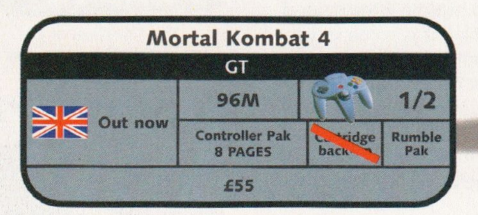
Do you like Scorpion's 'off the shoulder' look? Geddit? Laugh! Bah...



And this is what happens if you run out of continues. Rub it in, then...

MORTAL K

Tearing off someone's head? Oof. Still, you have to laugh, eh?



Mortal Kombat 4			
GT			
Out now	96M	Cartridge back	1/2
	Controller Pak 8 PAGES		Rumble Pak
£55			

Okay. Here's a question for you: which two rival fighting games led to both ordinary gamers and 'self confessed' software industry intelligentsia, engaging in a seemingly endless series of which-one's-best?-style conversations in the early nineties?

Not hard is it? It would be fair to say that Capcom's *Street Fighter* games had greater depth, a superb 'balance' and a superior control method. Everything, indeed, that *Mortal Kombat* didn't. But, *MK was* a laugh. It lacked subtlety. It looked rough even back then, with its digitised bitmaps appearing grainy and strangely divorced from the backdrops, but the fatalities were a stroke of genius, even if it was rather too simple to see them all.

Successive *Mortal Kombat* games looked worse with each instalment, and they hardly progressed in terms of gameplay, either. Just when things couldn't be worse, the truly hideous *MK Mythologies* offended all. Which brings us, via a drawn-out introductory route, to this: *Mortal Kombat 4*. Which, rather pleasantly, is *good*. It's not a classic, but it *is* an enjoyable, and often hilarious, slice of retro-style beat-'em-up action.

If you're puzzling over the inclusion of the word 'retro' in the previous paragraph, we'll explain. *MK4*'s control method, moves and play system are almost identical to that of the original. Sure, there's a nod towards 'true' 3D in that each fighter can side-step, but if you've ever played a *Mortal Kombat* game, it's odds-on you'll know exactly how to handle *MK4*.

SWORD AND GORECERY!

An interesting addition – and perhaps a nod towards successful weapon-based fighting games like *Mace* and Namco's *Soul Blade* – is the ability of *Mortal Kombat 4* combatants to pull out a weapon of some description. This can then be swung around with devastating, and often very bloody, effects, – and then things start to *really* hurt. Canny fighters, however, can land a blow on a tooled-up opponent and steal the item for themselves. And that's fun.

A few arenas also introduce objects that can be picked up and thrown, by pressing down and run. These are really more annoying than anything else, but it adds a little tactical variety, at the very least.



Weapon blows are notable for their bloody impacts. Yuck.

Liu Kang (right) has stolen Kai's sword. And it's reckoning time.

Not a weapon shot, as such. But Scorpion's "C'MERE!" move is fab.

This stage features boulders to lob.

HISTORY TODAY
The original *Mortal Kombat* on the SNES was, for many gamers, something of a non-event. Arriving after the Mega Drive version, Super Nintendo devotees were horrified to discover that the big 'N' had requested *MK* be 'toned down'. In order to avoid offending the delicate sensibilities of concerned parents and easily offended minority groups, the Fatalities became a pale shadow of their previous, gruesome glory, and the sprays of blood that so typified the arcade original, and its Mega Drive counterpart, were conspicuous by their absence. Most magazines slated it, punters were riled and Sega laughed all the way to the bank. *Mortal Kombat 4*, then, seems to have slipped through the net somehow. Either that, or Nintendo are going a bit soft (or hard) in their old age.

OMBAT 4

Mortal Kombat 4 is refreshingly simple to play. There are no convoluted move sequences. It's possible to chain a few blows together, but most battles are tit-for-tat exchanges of single punches or kicks. It's ironic, really, that the button taps required to execute the infamous Fatalities remain the most complex attacks in the *MK4* armoury, yet appear almost 'quaint' in their simplicity when compared to the complex combos of modern fighting games.

Anyone – and we mean *anyone* – can pick up *MK4* and enjoy an immediate degree of success. As we pointed out in our review of the import version in **N64**/18, so-called 'purists' may be aghast at the lack of 10-hit chain moves, and the ease with which 'special' attacks can be performed, but to criticise Midway's game for that reason alone would be missing the point. It's *intentionally*, not inadvertently, easy to play. And for that reason, we salute it.

But it's not familiarity or ease of use that defines *MK4*, marking it as the first good *Mortal Kombat* game in ages. It's the fluency and speed of its visuals. The *MK* games have *always* looked a bit tatty, but this latest release is fast, its animation crisp and largely convincing. For a series renowned for its ugly countenance, to spawn such an aesthetically pleasing update is akin to, say, Frankenstein and Medusa having a kid who grows up to appear on Baywatch.

Add a wealth of secrets to discover and several different play modes to master – from generic arcade and team battle modes to an endurance and tournament alternatives – and *Mortal Kombat 4* is, at long last, a game worthy of the success Midway's long-running franchise invariably enjoys. Besides, as far as cartoon violence goes – and yes, its gore *should* be regarded as such – the move where Quan Chi rips off his opponent's leg and beats him or her to death with it is almost worth the asking price alone.

JAMES PRICE

8 VISUALS
Fast, smooth and well defined. The first good-looking *MK* game *ever*, if you ask us.

8 SOUNDS
The music's strangely disappointing, but the speech is great and the FX are wince-tastic.

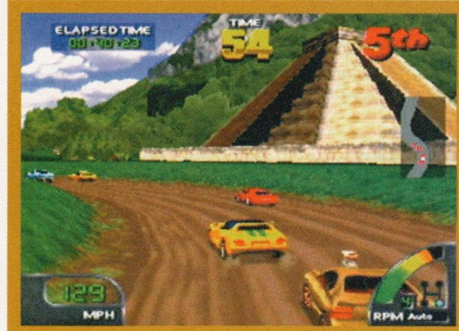
6 MASTERY
It's technically nice, but *MK4*'s design is several years old...

8 LIFESPAN
Plenty of modes to wade through and, of course, the all-important multiplayer game.

VERDICT
A tidy little fighter, and a pleasant surprise. Super-bloody and super amusing.

84%

PREVIOUSLY IN N64 We had a preview of *Cruis'n World* back in issue 11.



Mexico. Brum! Bruuum! 129mph and you... Won't be able to tell.

The Great Wall of China. Oh, of course.



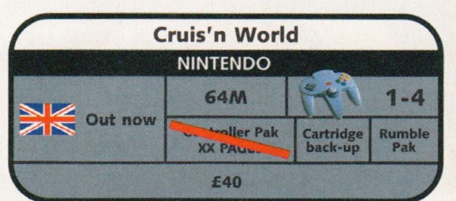
Woah! Wooooah! Watch out for those fuzzy buildings.



Pelting it through the Bronx. In a flat, yellow car. Please... make... it... stop...

This tank-cum-jeep will provide thrills aplenty. Allegedly.





Cruis'n World			
NINTENDO			
Out now	64M		1-4
	~~Controller Pak XX PAGES~~	Cartridge back-up	Rumble Pak
	£40		

CRUIS'N WORLD

You're still (cough) Cruis'n. But, now it's the world's turn to get it...

The first 'proper' screen in *Cruis'n World* is awful. And it's the title screen. As you gaze at a strangely serrated map of the Earth, you're treated to *the* worst theme song ever. Think M-People. Think that woman who does the Bodyform adverts. Now shudder.

It's not a good start for a game we only realised was out when we discovered it, already collecting dust, in our local games emporium. Its release has been pretty low-key, to say the least and, playing through the game and finishing it in just under 30 minutes (and that included a couple of easily avoidable mistakes), it's not hard to see why.

Making your way across the globe, taking in 15 courses of varying difficulty (complete with trusty England-equals-Beefeaters-style stereotypes), this sequel pitches you down in a world where the distance is clogged up by grey clouds and scenery doesn't so much just *appear* – *Cruis'n USA*'s main claim to fame – but, rather disturbingly, fade in. Plainly, Midway – the original coin-op developers – tried to disguise the pop-up by having things appearing less suddenly. Now the locations are surrounded by a grey fuzz, from which Russia's Kremlin and London's Oxford Street slowly emerge. It's all a bit odd.

But, of course, it's not such a problem if the game *feels* right. And, fortunately, it doesn't feel bad. It hasn't got the niggles of the original where a gentle push on the analogue stick sent your vehicle hurtling into a tree. It does, at least, allow you to manoeuvre around 90° corners without too much of a problem. However, some familiar trends remain: the ludicrous pile-ups and suddenly-just-there on-coming traffic, the fact that the courses, except for graphical differences, all appear to be the same, and the frightening lack of speed (read: excitement) throughout. Indeed, *World* seems even slower than *USA*.

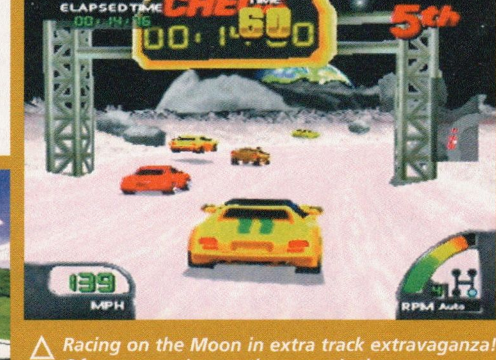
The opposition in *Cruis'n World* aren't up to much either. When you're ahead, they'll try to snap back at you but with a gentle shove they're soon done for. And, if you're towards the back of the group, you can always be safe in the knowledge that whatever the situation, the leading CPU cars will crash, allowing you to pass them and gain *another* first place.

And that's not an ideal situation to be in when proceedings last as long as an episode of Brookie. Okay, so you can ramp the number of laps up to three for longevity purposes, but there's simply not enough thrills, spills or speed to allow this to work. Indeed, three laps of *Cruis'n World* is one of the most excruciating experiences we've ever been put through.

Oh, and there's a four-player mode which runs at the same speed as the main game, but demonstrates why a multiplayer game isn't solely about dividing the screen into quarters. Nintendo and Rare hold the secret which very few developers, Midway now included, have been able to grasp.

Cruis'n World, then, is better than its predecessor. But not by much. In fact, the difference between them is like the difference between a Lada and an Austin Allegro. Sigh.

TIM WEAVER



Racing on the Moon in extra track extravaganza! Of course, racing on the moon is the same as racing on Earth. Just a bit more slippety-slidey.

VISUALS 6

Okay-ish. Certainly better than USA. But with a strange grey glow.

SOUNDS 1

Another appalling rabble of ditties from the Devil's own sound system.

MASTERY 4

The fastest machine in the world made to look permanently sluggish.

LIFESPAN 1

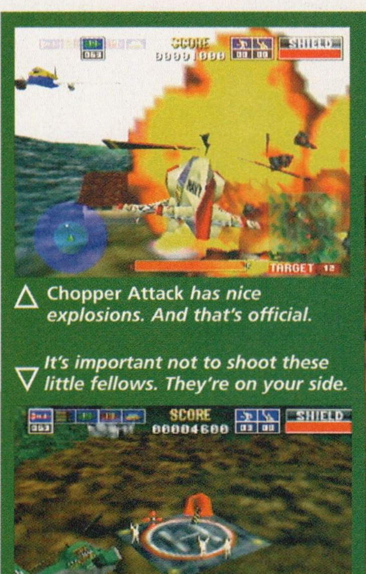
Half an hour. If you're an average gamesplayer.

VERDICT

Destined for life in the N64's scrapyard o' dung, *Cruis'n World* is dross of the highest order.

38%

PREVIOUSLY IN N64 We reviewed *Wild Choppers*, the Japanese version, back in issue 11.



△ Chopper Attack has nice explosions. And that's official.

▽ It's important not to shoot these little fellows. They're on your side.

If that jumbo jet were mad, right, it'd be 'plane crazy'. Ahem. You have to guard it. ▷

▽ There's a lesson to be learnt here. It is, of course, "don't waste rockets, you divvy".



△ Houses, and other structures, often yield yummy goodies.

Squint a bit. See the blue box? That gives loads of extra points, bless it. ▽

SUPER HANG-ON
Games just aren't funny very often. Sad, that. But, there's a bit in *Chopper Attack* that saw a mouthful of Rice Krispies Square coat an unfortunate passer-by. A couple of levels into the game, keep an eye on the bit behind the fuel bar – look carefully and you might see a bloke hanging on to the back of your chopper. You can try and shake him free, but the swine hangs on regardless, shouting and screaming as he does so. (Later, we discovered you can also shoot foot soldiers with explosives and they fly up into the air screaming, "aaaargh!".) We, er, liked it.

CHOPPER ATTACK

Wild Choppers arrives in the west as – ta-daa! – *Chopper Attack*...

Chopper Attack			
GT			
Out now	64M		1
	~~Controller Pak XX PAGES~~	Cartridge back-up	Rumble Pak
£55			

Some games are terrible, others merely nondescript. A select few may be categorised as 'classic', while 'good' and 'average' games are available in equal measure. Seta's *Chopper Attack* – formerly *Wild Choppers*, first reviewed on import back in N64/11 – is 'fun'. There's simply no other way to describe it.

Chopper Attack isn't great to look at. Its basic design is formulaic and predictable, and it's hardly the most challenging game on the N64. And yet, somehow, its constituent ingredients mix and conspire to make it greater than the sum of its parts.

The game's missions vary from simple search-and-destroy sorties to, say, protecting a plane as it flies through hostile territory. Challenge is provided in the form of an endless supply of tanks, planes and rival helicopters. These can be dispatched with weaponry purchased at the beginning of each mission, from air-to-air missiles to cluster bombs.

Don't, however, labour under the misapprehension that Seta's game – for it was they who originally developed the game for Japan – harbours any 'simulation' pretensions. *Chopper Attack* is a shoot-'em-up, plain and simple. Although you control the basic movement of the eponymous vehicle, it automatically hugs terrain, rising and falling in accordance with the hills and ditches you fly over. Essentially, the job of the player as pilot is simply to point the craft in the right direction and proceed forth on a path of destruction.

Using weaponry, too, is a simple procedure. Buttons A and B allow the player to cycle through armaments procured before each mission, with the right shoulder button firing them. Guided missiles must be 'locked on' to a target, while Cluster Bombs fall a set distance away... And so on. Should you run out of decent explosives, Z engages a simple cannon with infinite firepower. It's all virtuously simple to control – as every shoot-'em-up should be.

One criticism we levelled at *Chopper Attack*'s original incarnation was its flawed control method, requiring use of both D-pad and analogue stick. It was an unwieldy and unsatisfying system that is, thankfully, superseded in this Western release by a more intuitive *Turok*-style pad layout. This system aids the game quite significantly.

Apart from that, though, there's little more to say about *Chopper Attack*. It's a down-to-earth, honest-to-goodness blasting game that anyone can pick up and enjoy. We could harp on all day and malign its lack of ambition, or invariably nondescript terrains, but why bother? Genre-defining it isn't, but fun it is. And that's good enough for us.

JAMES PRICE

6 VISUALS
Some nice explosions, but the landscapes are generally rather dull.

8 SOUNDS
The music's tremendous, and the FX suitably meaty.

6 MASTERY
It's a shoot-'em-up. This kind of thing has been done before and, *really*, *Chopper Attack* isn't complex...

7 LIFESPAN
It's a bit too easy, but you could play it back through for points.

VERDICT
Few frills and average graphics don't stop *Chopper Attack* from being a simple, yet engrossing shoot-'em-up. Great fun.

81%

PREVIOUSLY IN N64 We Future Looked *Buck Bumble* back in issue 14.

TRAININGSPOTTING
A definite 'plus' point for *Buck Bumble* is its well-considered training mode. Gentle and oh-so-mindful of the novice player's potentially delicate nerves, it introduces basic gameplay concepts with friendly text messages and small, easy-to-negotiate areas. Although we didn't actually take a look until, ahem, we'd reached around level 14 or 15, it's actually rather good.



Buck, who's bumbling around a bit here, blows an enemy to bits.

Look at the fogging. There's no viewing distance at all.



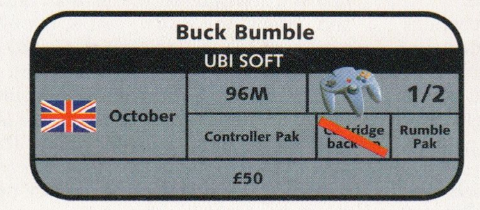
Explosions aplenty as Buck buzzes into a world of hurt.



Something nasty this way comes. A bright light, a rumble of thunder and things go boss-shaped. Ooooh.

BUCK BUMBLE

Heard of beat-'em-ups, yes? Ubi Soft's latest, intriguingly, is a bee- 'em-up...



Buck Bumble				
UBI SOFT				
October	96M			1/2
	Controller Pak	Cartridge back		Rumble Pak
£50				

B **uck Bumble's eponymous hero is no ordinary, pollen-gathering fatty. He's a cyborg, created to combat the armies of The Herd – a 'nation' of insects mutated by toxic waste dumped by uncaring humans. In *real* terms, this makes for approximately 22 levels of mission-based shoot-'em-up. With free 360 degree movement, 11 different weapons and a range of garden-based locales, *Buck Bumble* is an odd game, but it's difficult to explain quite *why*.**

It's hard to fathom just who *Buck Bumble* is aimed at. A cursory glance at its plot premise and a few screenshots would suggest that it's a title designed with the younger N64 owner in mind. This, however, is not the case. It's not the hardest of games, but the control method takes a bit of getting used to, and there are times when it requires players to have the patience of a saint. Which leaves the 'one for the kids' theory knackered. So who, exactly, *will Buck Bumble* appeal to? Let's go have a look, shall we?

Doom buggies

With *Buck Bumble* being a shoot-'em-up, it goes without saying that there are more than a few hazards on hand to tax the player's reflexes. Early levels are populated by Craneflys and the Wasp MK1, which are relatively easy to dispatch once their attack patterns are committed to memory. Later stages introduce the likes of the Giz Beetle, Killapilla, Dragonfly and floating proximity mines. Here's a choice selection, in all their evil, bee-hating glory...

giz beetle

A nasty little swine, these acid-firing critters are usually found in packs. If you're a sharp-shooter, you can pick them off from high altitude, where they're unable to hit Buck.



transporter

Easy meat for Buck's explosive weaponry. Aim for the head, and the resultant blast sees this large nasty explode convincingly. Be sure to avoid getting caught by the debris, though.



killapilla

First encountered on level five, the Killapilla *can* be sniped at from a distance, if you have the patience and ammo to spare. Get too close, and they'll slaughter you with their plasma cannons.



wasp mk1

These fast-moving insects home in on Buzz once he flies within their range, making fast dive-bomb attacks. With a few attack patterns in their repertoire, these are particularly dangerous in groups.



cranefly

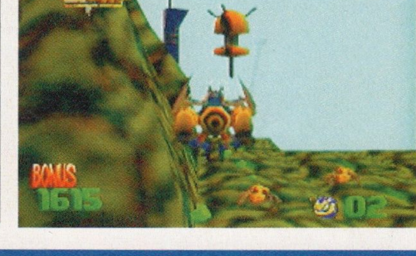
Craneflys are good for target practice, and little else. They have no weapons to speak of and often hover motionless. They'll only damage Buck if, foolishly, he collides with them.



mine

These hover in set positions, usually blocking the entrance to a new garden area. They can be shot down with ease, but it's best to do so from a distance – the resultant blast is pretty large.







▽ First-person (or as good as) perspective. Allows more precise aiming.

△ Ka-boom! Buck sorts out the hosepipe ban.

△ A garden. Or, at least, it's muddy and it's got a wall.

A boss gets it. Looks like the bees knees, this bit. (Wacca) ▷

BUZZ WORDS
It's a hard life, being both a videogames reviewer *and* a guileless, witless simpleton. A game like *Buck Bumble* provides an awful temptation to use dreadful puns and obscure references. Were it not for the fact that Andrea would have punched me in the face if I'd included them. Those of a delicate disposition would probably have been offended by the following: 'To 'bee', or not to 'bee'?; that is the question,' (discarded review conclusion) Buck B. Goode (same again, but worse), 'Let it 'bee',' Honey, I Shrunk The Killapilla, the 'Famous Bucks of Our Time' box-out (featuring Buck Roders and half the cast of Watership Down. Think about it.), Bee Movie (a box-out about *BB*'s plot and introductory sequence), 'I've never *Been* so annoyed in my life! Why those... *Beep*! *Beep*!' (a tirade against Argonaut's decision *not* to include a password system. The bounders) and Bee Bee See (a box on views offered in the, ahem, two-player mode.) There are more. Why not write in and annoy James by contributing your own?





GARDENER'S WORLD

What better way to communicate *Buck Bumble*'s more salient features than a huge, 28-grab walkthrough of its Radar Run level? So here it is.

***1** This is the start of the mission. Buck's task, should he choose to accept it – fortunately, he hasn't got much else on – is to destroy three radar dishes*

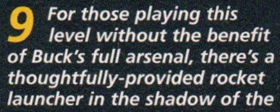
***2** A locked portal prevents Buck from travelling further. However, a quick scout around the door reveals a likely-looking cable running to a nearby building...*

***3** Having shot the building, Buck observes the pipeline exploding section by section, until it arrives outside the closed access hatch...*

***4** It's open! Thought, eh? It's a wonderful thing. And brains! Brilliant!*



***5** Peeking through into the area beyond, Buck espies a number of patrolling Craneflies. They're fairly harmless, but an inkling of an idea forms...*



***6** Heh heh heh. With a quick tap of an infinite weaponry cheat, a Cranefly gets a Guided Missile in the chops. Of course, such fancy guns aren't available this early, but we thought we'd show them off. So it's like two review bits in one, yeah?*

***7** These floating collectables are worth points. Buck can collect them quite easily if he's hurrying to get quick finish bonus points, as they're nicely lined up in an arc.*



***8** The first radar. Out with the big guns, then? Well, not just yet. Being careful and conscientious, Buck sets off to clear the immediate area of Craneflies.*





***9** For those playing this level without the benefit of Buck's full arsenal, there's a thoughtfully-provided rocket launcher in the shadow of the radar. You can blow it up with his basic laser, but it's better (and quicker) with explosives.*



***10** You'll need a few hits to get it going...*

***11** Just up from the now-smoking radar debris, there's a ledge with ammo for one of Buck's guns. It's always worthwhile checking such nooks and crannies as, more often than not, such inquisitive behaviour reaps dividends.*



***12** Just off down the garden, a squadron of wasps attack. One good way to combat these, especially when they're attacking from different directions, is to place Buck's back against a wall or some other solid object. This cuts the available angles of attack to a manageable 180 degree radius.*

***13** If you're brave, you can simply pick them off in the open, like the gung-ho hero you doubtlessly are. Their attack patterns are fairly*



A BUM NOTE...
Life's hard when you're a military-issue bee and, of all things, your arse is coloured like a bulls-eye. Sigh...



Lylat Wars is, as you all know, a fine update of a classic SNES game, *Starfox*. So, when the development company responsible for *Starfox* – veteran coders Argonaut – announced an N64 title called *Buck Bumble*, we looked beyond the dodgy name to the potentially infinite promise of the then-unknown game beyond. As you do. But *Buck Bumble*, alas, is only 'mildly entertaining' rather than 'hellishly addictive', 'visually average' as opposed to 'aesthetically ace', and 'questionably anthropomorphic' rather than 'aww, in't the ickle bee cute?' So: disappointing, then. But not, necessarily, a disaster.

A fair indication of any game's true worth – with very few exceptions, sadly – is the reaction it evokes when you first see it. *Buck Bumble*, being a mission-based shoot-'em-up that sees a cyborg bee take on hordes of mutant insects, isn't *immediately* appealing for a variety of different reasons. Perseverance, however, reveals more than a modicum of playability, despite its, shall we say, many *obvious* flaws.

Each level begins with Buck receiving a specific assignment: from simple 'find this, shoot that' objectives to 'unlock these, *then* find this, shoot that'. 'Finding' and 'shooting' are, you may be guessing, the core of *Buck Bumble*'s gameplay. Fortunately, there are a few surprises thrown in for good measure. Around mid-way through one early sortie, for example, Buck is charged with the task of carrying a primed nuclear weapon to a safe detonation point before its timer expires. Complete all required actions on any given stage, and it's on to the next level.

The various assailants that Buck meets on his travels are a varied bunch. Individually, there are few – if any – creatures capable of troubling even the least talented player. But the further you get through the game, the more their numbers increase. Dive- bombing wasps, Pulse Laser-toting Dragonflies and water-based Killapillas – to name but three examples – become particularly dangerous once their individual bee-bashing talents

predictable, but while you're aiming at one, watch out for others approaching, unseen, from other angles...

***14** Another locked portal, and a hazardous expanse of water (Buck drowns immediately should he fall into a liquid). So where does that pipe go?*



***15** Aha! Another one of those 'door-keeper-locker' things. Whatever they may be called. Judicious use of firepower on aforementioned building leads to...*



***16** ...This pipe exploding off into the distance, much like the last one. And, again, it's heading towards the door. There's a pattern emerging, you know.*

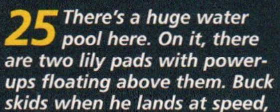


***17** Through the portal lies the second radar. But if you squint into the distance, you can see a number of wasps. Better get rid of those first, hey?*

***18** Buck's a bit battered after that last frank exchange of views with his insect chums. Fortunately, he can replenish energy by*



collecting little droplets of nectar, usually from plants like the one pictured above. Yum.



***19** That's supposed to be a wheelbarrow, just in case you're wondering. But what lies inside?*

***20** Goodies! Three pick-ups in total, including an ever-helpful energy bead. This type restore Buck's energy bar to its maximum extent.*





***21** There's no apparent entrance to another area, but there is this strange construction lying on the ground here. Can it be blown up? Of course it can.*



***22** ...And there's a passageway underneath. So might did make right in this instance.*

***23** Through the tunnel, a message pops up asking Buck to destroy the weevils in this area. They're a hardy bunch, however, and return fire with their heavy-duty cannons. The best way to pick them off is to attack from behind and above.*



***24** Having blown the weevils to whatever temporal or ethereal plane insects are supposed to go when they die.*



Buck's way forward is revealed by a newly-opened portal.

***25** There's a huge water pool here. On it, there are two lily pads with power-ups floating above them. Buck skids when he lands at speed, so it's important not to slip off the edge and into the pool...*

***26** A teleport machine is the exit to the last area. But it's heavily defended by three proximity mines and a gaggle of Giz Beetles. This is where the cluster bombs found on the lily pad come in handy...*



***27** Through the teleport is the final radar and a new building. This spawns Giz Beetles. It's not essential that you blow it up, but every point counts, yes?*

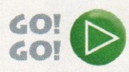


***28** And the last radar bites the dust! As soon as the smoke clears, Buck is teleported away from the level. But that rather begs the question: if his unseen*



supervisors can do that at the end of a level, why can't they do it when he's fallen into some water? Or has several wasps on his tail? The chimps.

***29** Buck's score and a save option. The bonus score total is zero because the level wasn't done fast enough. If you want to prove your worth, go back and do it in an ultra-fast time...*



are combined. For Buck to survive each mission, players often need to clear areas steadily, taking on a few rivals at a time.

VISUALS *Its reliance on fogging – 'misty English gardens' is probably the explanation – makes certain, larger areas look dreadful.*

Such a playing technique slows *Buck Bumble*'s gameplay down a notch or five, but there's really no other way to play it. Attempting to fly straight through to the mission objective without engaging incidental nasties rarely leads to success – especially during certain missions, like level 6's bomb drop, with Buck carrying volatile explosives – and, even if players can achieve such a feat, they'll certainly miss out on countless weapons, points and other such goodies.

Buck is hardly defenceless, however. With ten weapons to collect and a body-mounted laser with infinite ammo, players can progress from simple rapid-fire gun pick-ups to homing missiles and scatter bombs. Certain sections of his armoury are better suited to dispatching certain assailants, but they're all means by which the same ends are achieved. To be honest, it's often an arbitrary choice of which visual effect best tickles your fancy, but you can't knock the amount of hardware on offer.

Collecting weapons is a simple case of finding 'bubble' pick-ups, with an image of the object contained floating inside. These can be found at pre-set locations, or at a position where Buck has destroyed a particular insect. Other pick-ups include points bonuses – which do, to quote dear Brucey, make prizes: an extra life for every 10,000 – and energy, which becomes increasingly scarce the further you get.

VOICE OF THE BEEHIVE

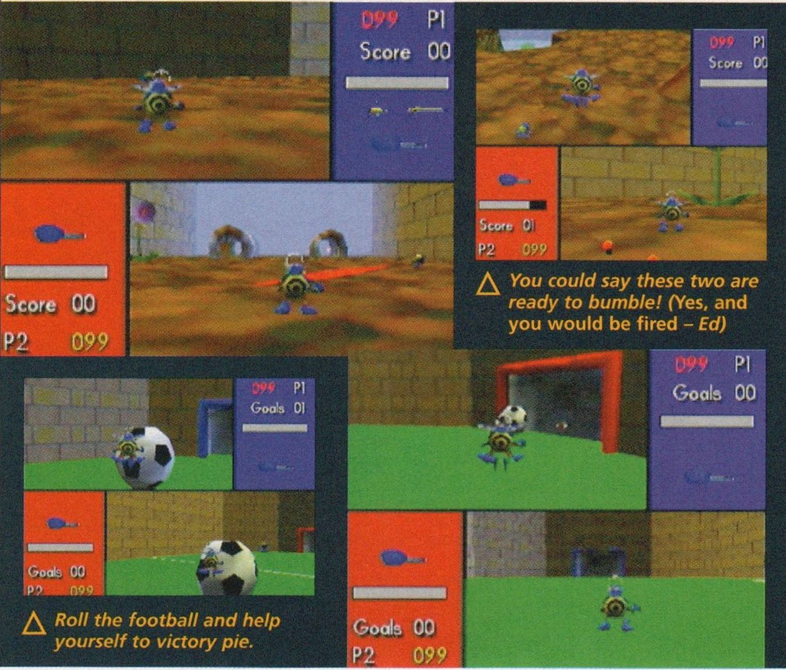
Without a shadow of a doubt, *Buck Bumble* has some of the worst intro music we've ever heard in the game. It could be described as 'jungle trance' (though we really wouldn't want to commit ourselves), with some reggae bloke singing over the top. Regardless, it's a real stinker. Bring back *Wipeout*, eh?

GO! GO!

LOOP-BEE-LOOP
Although *Buck* can't strafe – which makes *Turok*-style blasting techniques redundant, dammit – he can execute a handy loop-the-loop to escape pressing insects. He's a tricky fellah to control at first, with his propensity for losing altitude at the drop of a hat without careful analogue stick adjustments. But, with practice, the curse rate reduces as the subtleties of the system become evident. Soon, you too will believe that a bee can fly as, according to the laws of physics, they actually *can't* – or so I was told. Which is a bit of a puzzle. If there *is* a god, he's – as I write – probably chuckling wildly as he balances a bucket of custard precariously above Einstein's bedroom door...



Two bee do bee do



You could say these two are ready to bumble! (Yes, and you would be fired – Ed)

Roll the football and help yourself to victory pie.

Buck Bumble, surprisingly, has *two* multiplayer options, both supporting competitive play between a couple of pad-toting rivals. The first, known as the Buck Battle mode, is a relatively straightforward deathmatch-style game, with both players traversing one of five specific levels in a mission to righteously slay their opposite number. It's rather tricky – and matches can last for ages, given the generous energy allocations – but the concept of an airborne one-on-one is refreshingly unique in N64 software circles. It's not a perfect deathmatch – four players would have been nice, or some kind of system whereby players three and four act as marksmen for pilots one and two – but we like it all the same.

The second is rather less appealing, but no less interesting as a concept. Called Buck Ball, it sees both players attempt to steer a large, ponderous ball into their opponent's goal. You can shoot it, or bump into it, but the sphere's rather slow-moving. A little more pace, thought and features could probably result in the basic idea behind it maturing into a game in its own right. How's about it, Argonaut?



Getting through each level is, combat aside, often a simple case of finding key parts, or shooting a certain pre-set point, thus opening doors leading to the target proper. Occasionally, a hint of a crack on a wall section reveals, after laser-based pummelling, a secret area. And that, subtleties and the odd level-specific variations aside, is pretty much your lot.

Buck Bumble is, as the above text relates, a pretty simple game to get to grips with. It's not, however, a technical tour-de-force. Visually, it's unremarkable. The majority of play takes place in gardens, so there's the occasional flower pot, spade or wheelbarrow. But those objects aside, the stages don't look *much* like the rural plots they're supposed to be.

Before each mission, take note of the requirements. They're important.

Indeed, they look like nondescript, boring, textured mazes with such real-life plant-bothering paraphernalia attempting, yet failing, to give credibility to (chuckle), the old 'garden' ruse. Those pesky artists, eh?

It's not necessarily an 'ugly' game, but *Buck Bumble* rarely, if ever, impresses. Worse, its reliance on fogging – 'misty English gardens' is probably the official excu... ahem, explanation – makes certain, larger areas look dreadful.

Soaring the heights and depths of the garden Buck fires off a few friendly rounds of death.

Things get a bit frantic as Bumble Boy heads for the hill top with huge guns at the ready.

There's a touch of slowdown on certain occasions, and the frame rate goes down a peg or two when there's a bit too much happening, but at least it makes no real 'unforgivable' visual transgressions.

If only the same could be said for the means by which Argonaut sought to increase *Buck Bumble*'s longevity. There's an unwritten rule of videogame development that says – or, at least, *would* say if it were not, ahem, unwritten – that if you're going to send a player *right back* to the start of a level after a life is lost, you'd better make damn sure it's worth their while to do so. When you lose a life playing *Buck Bumble*, you do wonder if it is, and why the hell you're bothering to try once more. If, like us, you intend to collect every item, visit every secret area and aim for the completist ideal, there's nothing worse than being asked to play the entire level over again – and, often, with the end in sight. It just seems needlessly draconian. *Mario 64* can get away with it because, hey, it's *Mario 64* – and, after all, it *does* give you several alternatives to any one level you may be stuck on...

Buck Bumble is average in too many ways. Playable yet unspectacular, and rather workmanlike in execution, it's a pleasant enough way to wile away a few hours. But 'bee'-riliant? Hardly.

JAMES PRICE

VISUALS 5
The fog's awful – a right pea souper, and no mistake, guv'ner – and the wall textures could be a little more varied.

SOUNDS 6
Its annoying (but clever) theme tune will plague your brain for days.

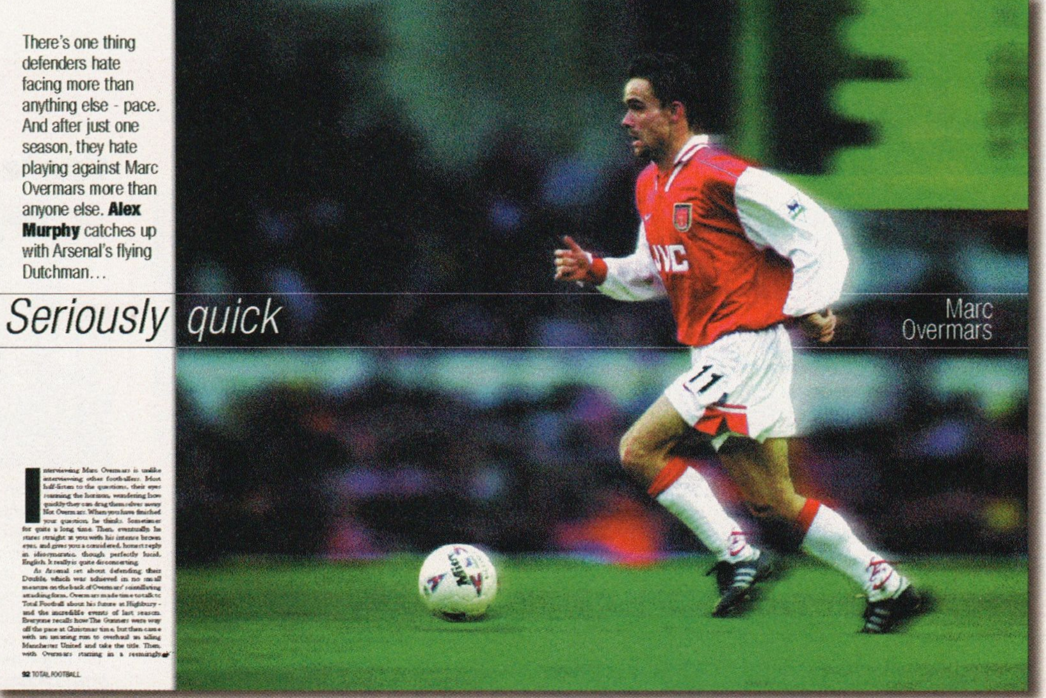
MASTERY 3
Nope. But the multiplayer games are quite unique.

LIFESPAN 7
Again, the multiplayer options help, and there are a number of secrets to discover.

VERDICT
Not a great game, but not the mess it initially seems. Worth a look... but be sure to go beyond the first level or so.



Seriously quick...


There's one thing defenders hate facing more than anything else - pace. And after just one season, they hate playing against Marc Overmars more than anyone else. **Alex Murphy** catches up with Arsenal's flying Dutchman...

Seriously quick

...but we caught him

If speed kills, Marc Overmars is getting away with murder. *Total Football* talks to the flying Dutchman about wingers, winning and Wenger. Plus, exclusive interviews with **David Ginola, Denilson** and **Neil Redfearn**, as well as the best news, reviews and features in the game...



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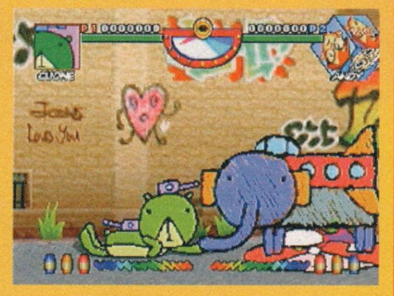
PREVIOUSLY IN N64 We previewed graffiti fighter *Rakuga Kids* back in issue 16.

The games reviewed from this page forward are so far only on release in Japan or America. Because **N64** is fully independent from Nintendo, though, we can bring you reviews of them immediately. When they're released in the UK, we'll bring you a new, updated review.

IMPORT ARENA

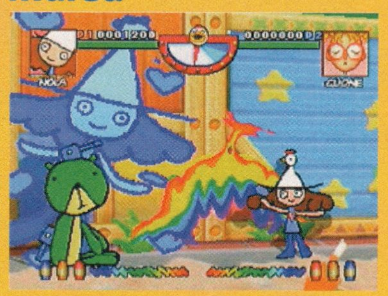
A big hello to the graffiti gang

Beartank



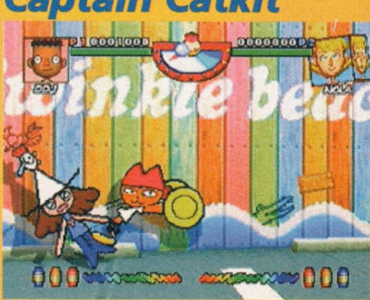
N64's favourite character, largely because he's barely ever awake, and is usually seen blowing snot bubbles out of his nose and dreaming about jungle animals. His special attacks involve invoking a giant crayon lion and dropping an elephant on his opponent's head. Beartank never breaks into a sweat when fighting, and is actually fast asleep when performing some of his slow motion moves. Simply too cute to be true.
Artist: Clione, a plushie lover.

Marsa



Marsa wears a rotating chicken hat on her head, which she can crawl into when she feels like hiding from the world. When she isn't disappearing into her outlandish headgear she's actually quite a nifty fighter, with a nice line in aerial parachute bombs and frying pan attacks. Her fondness for all things chickeny means that most of her moves utilise the mighty powers of the egg and feather. Except the special attack, which uses a giant mole.
Artist: Nola, a space cadet.

Captain Catkit



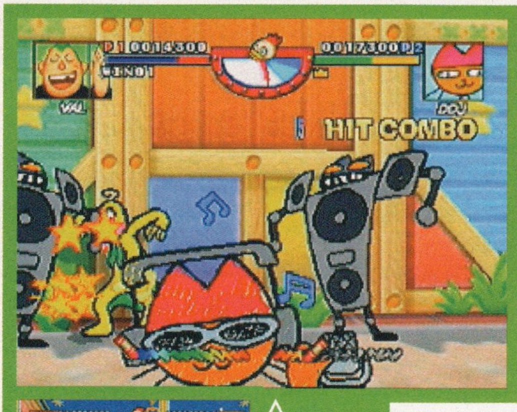
The Captain is one hip and groovy cat, acknowledged throughout Twinkle Town as being Soul Brother number one – his break dancing skills are unrivalled, and he plays a mean maraca. Just about all of his attacks are in some way musical, from the basic brass section he uses instead of punches, to the giant speakers he whips out to dance the opposition into the ground. Finest moment? The sadistic look on his face as he repeatedly claps Marsa's head between his cymbals.
Artist: DDJ, unemployed.

RAKUGA

Or, how to bare your backside in public without fear of arrest.

Rakuga Kids

KONAMI			
Japan: Out now	96M		1/2
UK: You never know	Controller Pak 40 PAGES	…tridge bac…	…ble Pa…
¥6800 (approx £35)			



The biggest sound system in all of Twinkle Town.

Now we may be wrong about this, but as far as we can tell, *Rakuga Kids* is a game about a gang of children who spray graffiti all over their home town. Under normal circumstances they'd be forced to coat their tongues with paint stripper and lick the offending scribblings off the walls but these are no ordinary times, and no ordinary vandals. They've got a pretty good excuse.

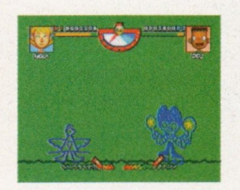
As if being persecuted by Val, the school bully, and his evil dog Mud wasn't enough, a threatening biker type has cruised into town, looking for trouble. For some reason it's up to the kids to see him off, and since they can't fight him, they'll get their graffiti drawings to do it for them. How? Hmmm. Got us there. But the drawings *do* come to life, and from then on it's beat-'em-up time.

Mind you, it looks nothing like any beat-'em-up we've seen before. The characters are drawn in a *Yoshi's Island* style, and they're completely flat. The animation is brilliant though, and the game's artists obviously have rather vivid (warped) imaginations. There can't be too many games where characters get thrown into UFO catchers, trampled by a pack of ghost dogs, chopped into miniature replicas of themselves, and run over by a pizza delivery man on a moped. You'll either love *Rakuga Kids'* visual humour or you'll sneer at it, but it's the only beat-'em-up where every character in the game has something entirely new and original to show you.

The fighting system owes an awful lot to *Street Fighter 2*, employing the

QUICK DRAW
Can you tell what it is yet? *Rakuga Kids* gives you the option of playing as simple charcoal drawings on the plain old background of a large piece of paper. Interesting, but since the game's main attraction is its colourful cartoon characters it's a bit of a waste of time, really.





Astronots



Up until now the characters have all been completely adorable. But far from being cute, Astronots is deeply unsettling to look at, with his badly drawn limbs and Timber the Tiger drug-addled stare. He floats around using his little jet pack, he plays pool, he owns a genuine death ray gun, but no matter what he does, his eyes-of-a-madman are fixed directly on you, boring into your skull. So we strapped him to a missile and shot him into the moon.

***Artist:** Andy, the most hated kid in Twinkle Town.*

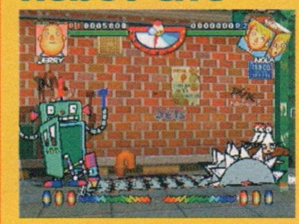
Cools Roy



Roy is quite the wild west gentleman gunslinger, always ready to open the door for the girls and empty his gatling gun into the guys. He isn't the best fighter around, but at least his special moves are cool. For the first one, he gets out his red hanky and uses it to attract a bull to administer a good goring. For the second, he ties his foe to a minecart and applies no small amount of TNT, sending them shooting off the top of the screen. Clint Eastwood would slaughter him.

***Artist:** Roy, a dreamer.*

Robot CHO



He might look a bit Dusty Bin, but Robbie's got it where it counts when it comes to scrapping with the Rakugas. Matters are helped no end by the fact that his entire body can be electrified at will, making him just about the most annoying CPU opponent of the lot. His specials aren't too shabby either, and he can put his enemies through a mincer, or stick them in a giant UFO catcher machine. Either way, it hurts quite a bit.

***Artist:** Jerry, a troubled boy on heavy medication.*

Mamezo



He's actually the first boss character, so strictly speaking we shouldn't include him with the Rakuga gang, but he's just too good to miss out. Not only is he the most powerful fighter, he's also a little bit on the cheeky side, cracking jokes and flashing his jiggling nether regions at the camera. His special attacks are the most elaborate of the lot, involving transformations, motorbikes, elevator accidents and pizzas. Jes's character of choice, naturally.

***Artist:** Val, a fat kid who doesn't like losing.*

KIDS



same light – medium – heavy punch/kick system, and quite a few of the same moves. It doesn't have the subtlety of Capcom's title, but there are a few nice features. The double jumps and the juggling combo system work well, and the special attack meter is excellent. Every medium or heavy attack moves the meter up a little bit, a successful combo moves it up a lot, and once it's full you can pull off one of two special magic attacks, which usually involve drawing something painful (missiles, mincers, dynamite etc.) around your opponent and starting it up. If you manage to use one of these as a finishing move, there are big points to be won. You also have the option of either analogue or digital control – using the D-pad works just like most other fighting games, whereas using the analogue stick allows you to run much faster. Unfortunately, it's far too difficult to get accurate movements like this.

Rakuga Kids also borrows the virtual player option from *Dual Heroes*, allowing you to train up your favourite character and have him fight the computer in your own style. It seems to work well enough, even if our Beartank just kept falling asleep instead of fighting. Be warned though – every new virtual player you create takes up an extra 40 controller pak pages.

So that's *Rakuga Kids* then. Graphically imaginative, with a pretty good fighting engine, and packed with character even if it isn't packed with characters (there are only seven). It's certainly well worth a look, though. Sadly, Konami don't appear to have any plans to release it over here. Come on, folks – it's a damn sight better than *GASP!*

MARTIN KITTS



Marsa tries to prove that robots can be ticklish too. It might just work.

No! Don't burst his lovely snot bubble!

Cop a load of this, Captain! Mamezo knows no shame.



ACCESSIBILITY
Everything except the story screen is in English, so no problems there.

8 VISUALS
Supremely cute sprites and sharp backgrounds.

7 SOUNDS
Suitably wacky effects and a few decent guitar tunes.

4 MASTERY
Anyone fancy going down the pub for lunch?

8 LIFESPAN
You'll spend a while trying to get the secret characters, and then there's two-player mode.

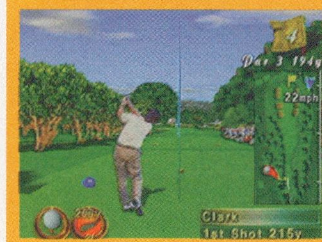
VERDICT
A beat-'em-up that looks like nothing else and fights a bit like *SF2*. Great stuff.

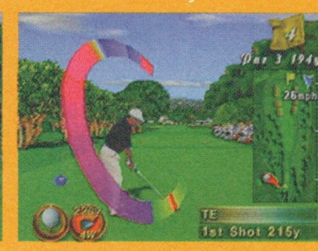
80%

PREVIOUSLY IN N64 We reviewed the Japanese version of *Waialae Golf* in **N64**/14.

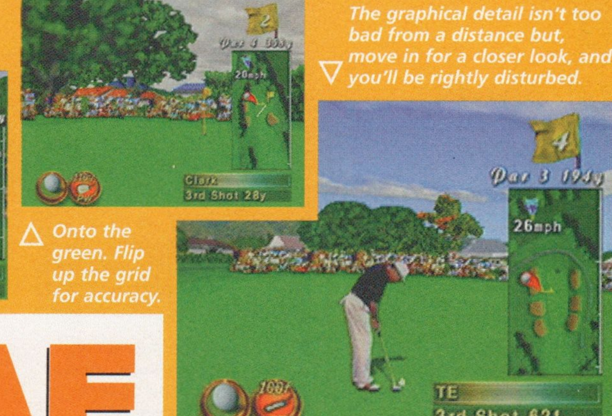
IT'S COURSES FOR HORSES...
...Because you'd be a right silly mare if you already own *Augusta Masters* (poor soul) and go out and buy *Wailalae Country Club*. They're both the same game, see? However, due to licensing restrictions, or perhaps a desire to choose the more 'exotic' climes that Wailalae has to offer, Augusta's courses have been replaced. Ultimately, it doesn't make much difference, but we thought we'd explain – just in case, you know...







The golfers have been digitised. They look awful.



The graphical detail isn't too bad from a distance but, move in for a closer look, and you'll be rightly disturbed.

Onto the green. Flip up the grid for accuracy.

WAIALAE COUNTRY CLUB: TRUE GOLF CLASSICS

Golf, but golf with problems. As you're about to find out...

Waialae Country Club				
NINTENDO				
US: Out now	64M			1-4
Japan: Out now				
UK: TBA	Controller Pak 15 PAGE		Cartridge back-up	Rumble Pak
$40 (approx £30)				

Okay, trivia fans. A question: What's the best golf game on the N64? And for a bonus point, recall the final review score it got. Remember it? Got both figures set firmly in your mind?

If so, you possess a level of mental agility greater than me. The grand percentage of 47% and the accolade of 'best the genre has to offer' *should* be mutually exclusive. The human mind should revolt at the concept. After all, 47%, as our N64 Arena criteria describes, is a game that's "lazily programmed" and "hurriedly cobbled together". Not the sort of stuff, anyway, that the best golf game on the N64 is made of. The idea is, well, inexplicable to say the least.

Waialae Country Club – amusingly subtitled *'True Golf Classics'*, ahem – is the American version of *Augusta Masters*. Now with English language commentary, its two pundits drawl like chimps on Prozac, their inane chatter meaning and contributing little to play. Conversely, its many flaws speak volumes, like those of its Japanese forebear, in the bilingual tongue of poor visual engines, dodgy interfaces and poorly-tested gameplay.

Golf games are, seemingly without exception, shockingly simple in design terms. Ignore such niceties as the ability to apply curve to a shot, the option to alter stance or, even, club selection, and their control methods are simple power bars, requiring one to three accurate button presses to set the velocity and accuracy of a shot. *Waialae* is no exception.

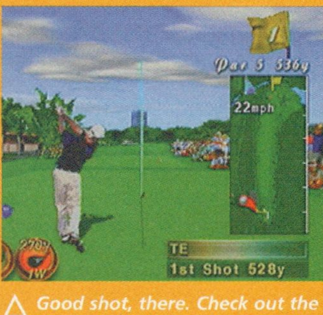
Indeed, *Waialae Country Club*'s control method, despite its brazen simplicity, is also... well, 'untrustworthy'. Its suggestions on the power required to reach a hole are often shockingly vague, and its putting system requires patience and practice that *WCC*, as inferior quality software, has no right to ask of players. Without the aforementioned dedication, its ample tournament, stroke, and skins options just aren't fun to play, although multiplayer games have the not inconsiderable virtue of being funny – principally, because you, and three friends, can laugh in stereo. But, as you can well imagine, this isn't, in any way, ideal.

On the PC, a measure of a golf game's accomplishment is often how close it comes to achieving photo-realism. *Waialae Country Club*, however, looks scruffy. Awful bitmap crowds, flickering tree shadows, deformed balls... *WWC* just lacks polish. And, again, with visuals being the means by which golf games create the illusion of owing *anything* to their real-life counterpart, T&E Soft's game is, once more, several shots over par. Okay, so maybe visual shabbiness shouldn't necessarily be a game's downfall but when the aforementioned eye-candy starts to affect the way the game plays, serious questions have to be asked.

The introduction of English text is worth a few extra percentage points – in that the game is marginally more approachable and user-friendly as a consequence – but *Waialae Country Club* is just as bad as *Augusta* ever was. And *Augusta* was, of course, bad. Really, then, having said that, what further concluding remarks are required?

JAMES PRICE





Good shot, there. Check out the shot line to see where it lands.

VISUALS 3
Really rather poor. Low-res, and the crowd bitmaps are near-unforgivable.

SOUNDS 3
Awful commentary. We preferred the Japanese blokes of *Augusta Masters*...

MASTERY 1
One of the most simple genres around, and yet it *still* does things badly...

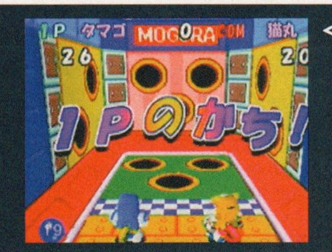
LIFESPAN 5
Plenty of play modes, if you have the patience to forgive *Augusta*.

VERDICT
About 2% more enjoyable than its Jap counterpart but our last verdict still stands: your N64 could run this with the power off.

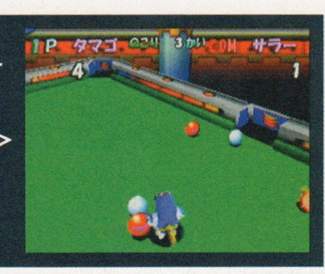




Competitive two-player games are a riot of... No, you're right they're utter rubbish.



Things pop out. You shoot them. You fall into a coma.



The pool game is the best of the lot. Which is not, unfortunately, saying much.

Battle Phoenix 64 pays homage to a range of popular Japanese toys that fire 'balls' from stomach-mounted launchers (we had some in issue 8, you know). And what is it a load of? No prizes. The concept behind this latest Hudson release is a curious one: it offers loads of what can only be described as 'sub-games'. But here's the catch: there's no 'game' for them to be 'sub' to – they *are* the game...

important to remember it's a game designed for a marketplace (and culture) far different from our own, but all the same...

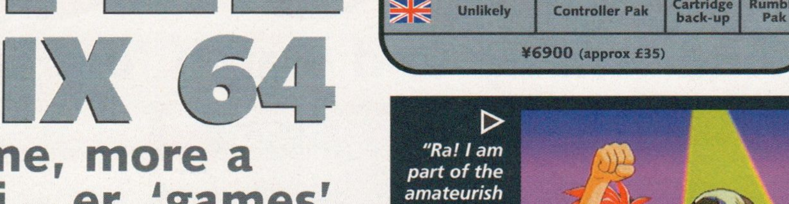
Battle Phoenix does, however, possess three small yet strangely redeeming features. The first is an amusing game based on Pool, where players use their stomach launchers to knock balls into pockets. Having played James five times until he eventually racked up an entirely deserved, but ignobly celebrated win, I can

Having played *Battle Phoenix* for far, *far* too long (and for much longer than it deserved), I popped outside, and shook my fist at the sky. I then returned to my room, moved my N64 and TV into the wardrobe, climbed inside, and closed the door firmly behind me. When someone comes by to remove the *Battle Phoenix* cart with sterilised tongs, I'll consider coming back out again...

JAMES PRICE

BOMBERMAN B•DAMAN BATTLE PHOENIX 64

Not so much a game, more a compendium of cri... er, 'games'.



Bomberman B•Daman			
HUDSON			
Out now	64M		1-4
Unlikely	Controller Pak	Cartridge back-up	Rumble Pak
¥6900 (approx £35)			

Take a look at the screenshots adorning this page. The 'battle of the title is fought between a variety of plastic folk (with secret characters to win) and takes place in a variety of different, shall we say, 'arenas'. And for a brief resume of certain activities on offer, skip to the margin note by the side of this review. Finished? Then we'll continue...

As you're no-doubt gathering, 'shooting' is a prevailing theme. So, with few exceptions, the majority of *Battle Phoenix*'s various 'games' involve aiming a target, firing... And that's about it. It's utter pap. It's mindless busywork. Not so much 'niche', but 'Sheesh... this is *terrible*.' It's

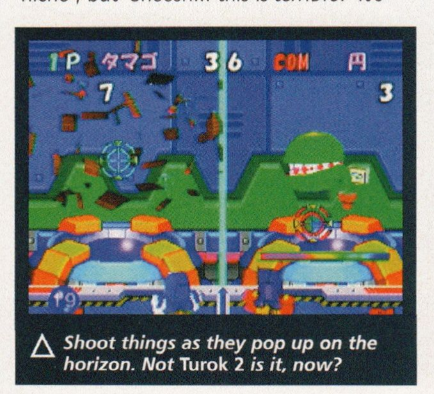
testify that the intensity of his language during the matches suggested it brought out the competitor in him. Which can only be a good sign.

Secondly, there's a four-player game in which players attempt to knock each other from a platform. It's hardly, for example, a rival to *Bomberman* at its best, but it *is* a laugh, in an entirely limited sense. Finally, mention must be made of the secrets on offer, and the ability to win and collect certain numbered 'power up' balls.



"Ra! I am part of the amateurish intro sequence."

Keep the T-Rexs away. Oh so scary.



Shoot things as they pop up on the horizon. Not Turok 2 is it, now?



Travel round on a set route and shoot things. Rivetting, eh?

WORN GAMES

Shoot the dinosaurs: Chased by dinosaurs, players one and two must fire at their respective pursuing reptile. If you shoot them in the mouth a little love heart appears and you win a point. The highest score at the end of the track wins.

Shoot the nasty pop-up heads: Shoot the nasty heads that pop up. Blast the wrong heads – like cute and fluffy female ones – and you get a penalty score. Highest score wins.

Shoot the ball into your opponent's area: The idea here is to score a 'touchdown' in your rival's half by shooting a big orange ball towards their floor space.

Shoot the doors: Shoot relevant panels to open doors and reach the end of a corridor first.



ACCESSIBILITY

It's easy enough to learn how to play the various games, but the vagaries of the ball-swopping system will be beyond the ken of most.

2 VISUALS

Low-res, and *decidedly* ropey in places.

2 SOUNDS

Awful music, forgettable effects.

1 MASTERY

You jest, surely?

3 LIFESPAN

Secrets to discover. And the multiplayer games are mildly amusing...

VERDICT

Loads of forgettable sub-games packed onto one forgettable... erm. What were we talking about?



23%

PENNY RACING
UK gamers really ought to wait for the translated *Choro Q*, which hits these shores in November under the name *Penny Racers*. With menus in plain English, it's almost certain that you'll get a lot more out of the PAL version.



Interestingly, 'real life' Choro Q cars are small plastic toys with customisable clockwork engines. They're popular in Japan (naturally), where people trade parts, buy upgrades, and build elaborate racetracks, but the thing with clockwork engines is that they just aren't that fast. Okay, so a Choro Q car can get up enough speed on a miniature circuit to take a banked corner, or, if you're lucky, loop the loop, but even the most souped-up plastic speed demon would be thrashed in a downhill street race with, say, a dog strapped to a skateboard.

And would you believe it, exactly the same thing is true of *Choro Q 64*! It is, without exception, the slowest racing game in the world! Ever played with a clockwork car on a thick pile carpet? That's how fast *Choro Q* is. The lack of acceleration is a sight to behold, as the cars inch their way off the starting grid and begin the arduous crawl towards maximum speed, which will take anything up to half a lap. It's almost painful to watch – at least with a real clockwork car you can try prodding it with your finger to goad it into action.

Even if you can ignore the agonising pace of the game, the despicable cheating of the computer cars will have you reaching for the power switch after being beaten, for the ninth time in a row, by a gang of turbocharged opponents zooming past you on the home straight. That's if you ever manage to get out in front – your rivals are all armed and dangerous, you see. Travelling too close to their tailpipes sends them into a mine-laying frenzy, and overtaking one of them generally results in a swift missile up the backside. Most of the time it seems as if you just aren't allowed to win. Fair? Hardly, but *Choro Q* really, *really* hates to lose.

Slog through it though, and eventually you'll rack up enough 2nd and 3rd places to steal an improved (but still clockwork) motor from your rivals, and maybe even a weapon or two. Unfortunately, it's all in Japanese, so choosing between a super cannon and a set of shiny hub caps is largely down to trial and error.

The control system is the one thing that is rather neat. You can either do a standard powerslide around a corner or you can perform a 90° spin and roll, accompanied by a toot on the horn (and a brief moment of disorientation if you're in the first-person view mode). The cars are initially sluggish to handle, but if you manage to select an improved steering system, they become a little lighter and more skittish. There's a multiplayer mode and a track editor too, so you can challenge up to three friends around your own devious courses.

Choro Q is an interesting idea, but it's just not exciting enough to grip the imagination in the way that *Mario Kart* and *DKR* did. It might be more involving if we could tell which parts were which on the customisation screens, but there's no disguising the fatal lack of pace and the sheer frustration of the one-player mode. The English translation should help, but unless there's a hidden option that doubles the speed, we don't hold out much hope.

MARTIN KITTS

CHORO Q 64

Wind 'em up and watch 'em crawl.



ACCESSIBILITY
Be confused. Be very confused. *Choro Q* is about as Japanese as it gets.



VISUALS 5
Slightly cute. Very cheap.

SOUNDS 5
Hairdryer noises and tinkly tunes.

MASTERY 4
Looks and plays nothing like a 64-bit game.

LIFESPAN 6
Figure out the options and it might last you.

VERDICT
There's a game in there somewhere, but we're damned if we can find it.

56%

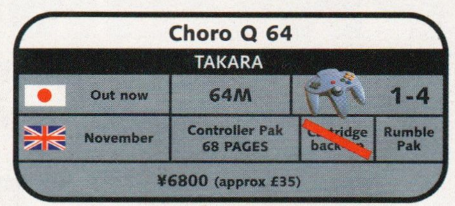


See the cannon on that mini? You can't have one of those. No way.

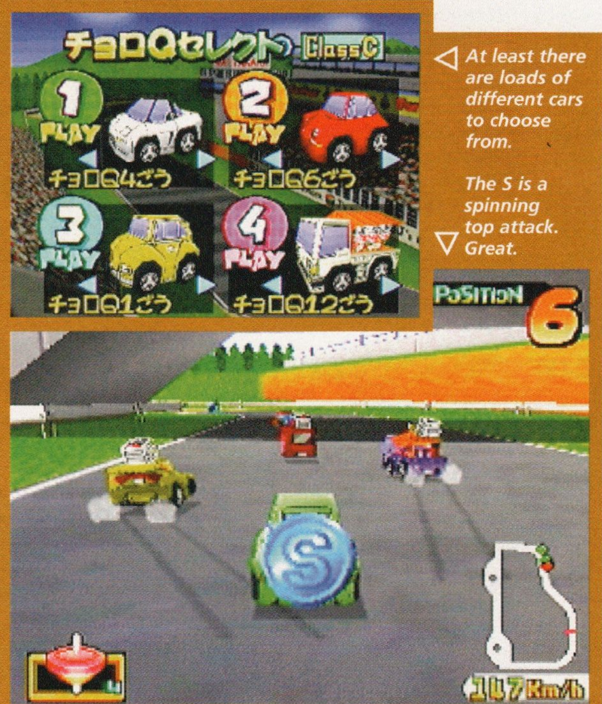
Remember to put plenty of turbo arrows in your own tracks.

Snow blindness! Better not shift it out of first gear then. Yawn.

That's a bin lorry, in case you were wondering. Does about 25mph.



Choro Q 64				
TAKARA				
Out now	64M		1-4	
November	Controller Pak 68 PAGES	Cartridge back-up	Rumble Pak	
¥6800 (approx £35)				



At least there are loads of different cars to choose from.

The S is a spinning top attack. Great.



Pick this one out! Domon Kasshu's special attack.

Gundam etiquette: Corns must be inspected.

Nice light trails, shame about the backgrounds.

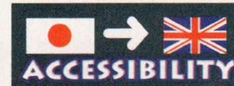
Violating the nuclear non-proliferation treaty.

Remember the countryside code.

SUPER ROBOT SPIRITS

Fight it out – anime-style!

Super Robot Spirits				
BANPRESTO				
(Japan) Out now	128M		1/2	
(UK) Unlikely	~~Controller Pak~~ XX PAK	Cartridge back-up	Rumble Pak	
¥7800 (approx £40)				



ACCESSIBILITY

Not too bad. The options screens are easily figured out, but you'll certainly be baffled by the plot in Story mode.

Robots! With little men sitting in their heads! And lots of fighting and loud explosions and strobing cut scenes! Die, Master Gundam! Eat plasma beam, Dancougar! KABOOOM!!! Yes, we've been watching loud Japanese cartoons featuring huge transforming robots and incomprehensible plots, in preparation for the arrival of Banpresto's *Super Robot Spirits*.

The robots in question are a selection of anime walker types who will be instantly recognisable to Japanese schoolchildren and certain Western students of the noble art of manga. In fact, these original Transformers are so immensely popular in their home country that there are 10 times as many Gundam model kits in Japan as there are people – and Gundam is just one of several series, old and new, represented in *Super Robot Spirits*. So you'd expect a game with such a weighty licence behind it to be a little bit special, right? Um, wrong.

See, *Super Robot Spirits* is a beat-'em-up. It's a plain and simple, no nonsense formula, but a formula that some of the biggest developers around, namely Hudson and Konami, have failed miserably to implement on the N64. Uh-oh.

Power up the cart for the first time and you might almost be impressed. There's a stylish intro sequence, an authentic sounding tune, and an options screen stashed with Japanese text. Unfortunately it's all downhill from here. The characters are very basic, with simplistic shading instead of textures. Okay, the cartoons aren't exactly state of the art either, but it would have been nice to see *some* effort. The backgrounds are badly drawn, and there are some terrible 'special' effects, such as the disappearing-feet-in-water mystery, and the ghosting special moves.



Ooh! It's just like the fifth of November!

Need a hand with that, mate? Looks a bit heavy.

The fighting system is simple, but very limited in its use of only three buttons – kick, punch, and special. The moves are all of the quarter circle/half circle/tap-a-direction variety, and there doesn't seem to be all that many per character. The combos and reversals of the most sophisticated fighting games appear to be completely absent here, leaving only the basic moves and a few fireballs and dragon punches to play around with. Tapping R will launch your robot into the air, allowing the battle to continue above the ground until you take a hit, but it adds little to the slow, rudimentary gameplay.

Super Robot Spirits looks suspiciously like it's been cobbled together simply to give Gundam's many fans the chance to see their favourite robot in glorious 3D. There are plenty of options, such as a time attack and survival mode, and a couple of secret characters to find (Devil Gundam and Judecca, if you're interested), but no amount of window dressing can disguise the fact that this is very average, and a waste of a fantastic licence. Even the most ardent anime lovers will find it hard to work up any great enthusiasm for this one.

MARTIN KITTS

6 VISUALS

The characters are all recognisable, but they look pasted on to the flat backgrounds.

7 SOUNDS

Each robot has a theme taken from its own TV show. Some are ropey. Some are not.

4 MASTERY

Not today, thanks.

5 LIFESPAN

You'll like it at first, but it'll soon be relegated to the bottom of the sock drawer.

VERDICT

A crushing disappointment for fans of the cartoons, and another average beat-'em-up for the N64.

58%

HOW TO...

grunt, sweat, punch and wedgie your way to victory in

WWF WARZONE

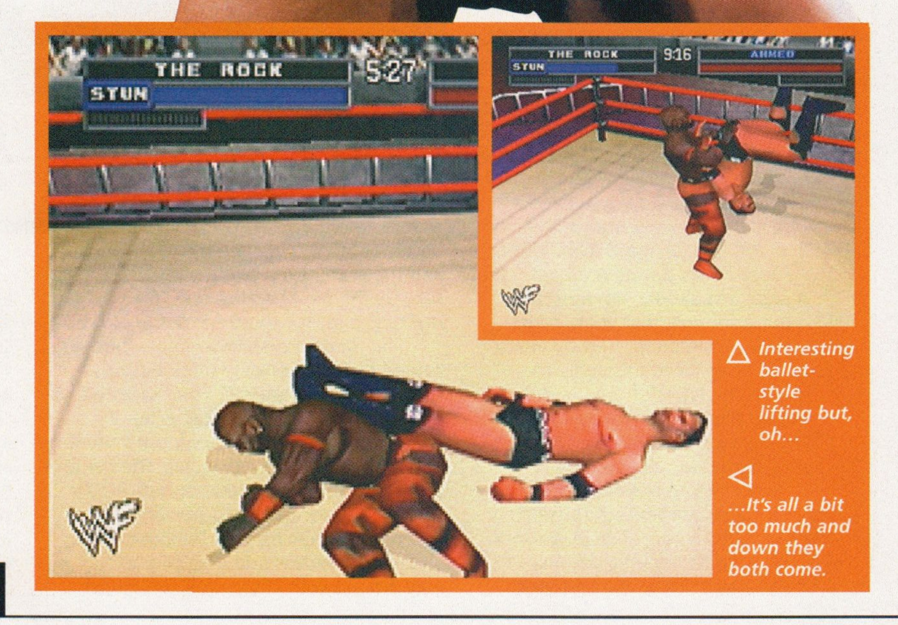
by Daniel Glenfield

Step back and grit your teeth as we go into battle, wrestling-style!

Okay, so basically it's ballet with fisticuffs but, here at N64, *WWF Warzone* went down better than The Undertaker receiving a sharpish plug to the gob. It's faster, smarter and harder than the N64's other grapple-filled belly-'em-up *WCW vs NWO* and, therefore, requires the best tips to unlock it. Which, fortunately enough, is what you have right here.

Oh, and it becomes even better in multiplayer mode, so included in this six page sweat-fest of a guide are some vital Tag Team techniques, allowing you to get the better of your similarly bandana-wearing mates. And, of course, there's the usual sack of tricks and tips so, go on, slip into your leotards, slap on the baby oil and start a-growling...

PREVIOUSLY IN N64 We reviewed wrestle-a-thon *WWF Warzone* in issue 19.



△ Interesting ballet-style lifting but, oh...

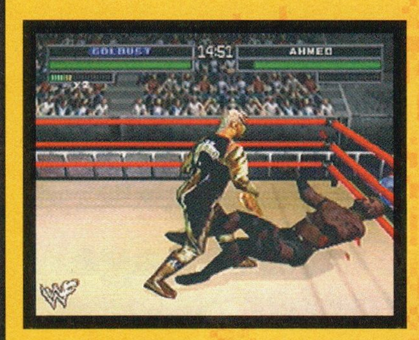
◁ ...It's all a bit too much and down they both come.

BASIC TIPS AND TRICKS

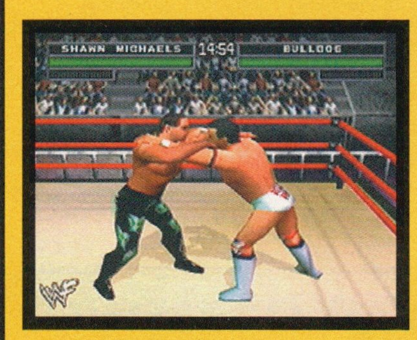
The secret to success in any fighting game is adaptability. You can't stick to one strategy because situations change, so here's a quick rundown of what to expect...

BEGINNERS
We suggest you play as either Bret Hart or The British Bulldog when you first start because both have great running moves and are more than capable of holding their own during a fight. We also recommend that you learn only a few basic moves to begin with – just the hip toss and dropkick for instance – then try some more as you gain confidence in the ring.

ENERGY RECOVERY
If your health should get low you can hop outside the ring and run around it, thus evading your competitor and giving your energy bar a chance to refill itself. Of course the downside is that your opponent's life force will also rise back up, but you don't want the game to be too easy do you?

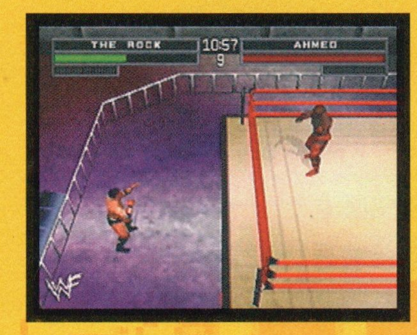


GRAPPLING
This is a rather disappointing part of *WWF Warzone*. You see, while there are many, many moves available to you in the tie-up position they are nearly



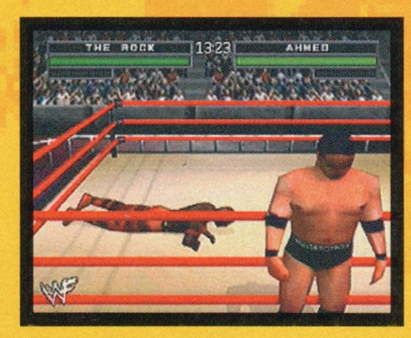
impossible to perform on the harder settings because the computer characters almost always pull theirs off first, even if you put them in the grapple yourself. The best tactic we found is to bash the buttons and waggle that D-pad (and did we mention pray?). If you're really determined to pull off a specific move we recommend performing the command twice or more to increase the chance of success.

STAY AWAY
After flooring your fellow contestant don't stand over him. If you do, it's likely that you'll be punished with a swift uppercut, or made to eat canvas, as soon as he stands up.



COMEBACK ATTACK
However, if your rival is standing over you, rotate the D-pad and bash those buttons to pull off a surprise attack on the unsuspecting oaf!

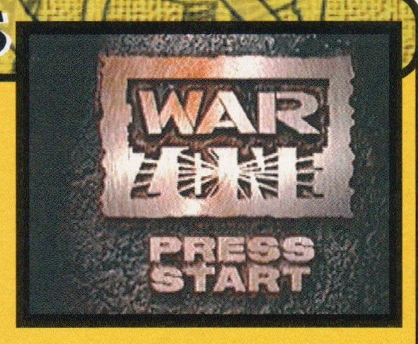
ROLLING
To perform a mini-roll away from your opponent after being knocked down, tap the D-pad in any direction.



EXTRA DAMAGE
If you can stun someone so their meter is at 50% or more, administer a quick kick to the ribs before sticking them in a submission hold for even more pain and suffering.

RECOVER FASTER
This is achieved by rotating the D-pad and hitting the buttons as fast as you can when stunned or in a hold. The effect is negligible but it does help, trust us.

RAISING THE PAIN METER
Likewise if you put a submission hold on your opponent which brings up the pain bar, use the same tactic to raise it. If you can fill it up before the counter reaches ten you will win by a submission instead of the usual blowout.

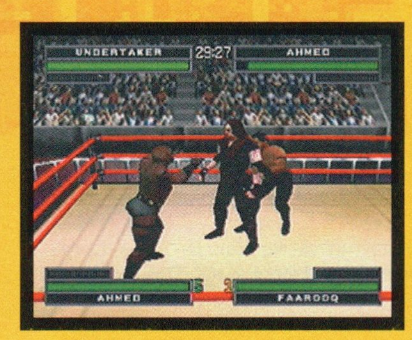


REVERSALS
Similar to those in *WCW vs NWO* (but much less frequent) reversals of certain manoeuvres such as the crucifix are achieved by the old button bashing/D-pad waggling technique.

GET OUTTA MY RING!
To throw your opponent out onto the floor get him near the ropes and use the whip. This is useful for giving yourself some time and space to think about your next move.

POSING AND TAUNTING
By pressing Punch and Block or Kick and Tie-up your chosen athlete will taunt his competitor, and for a short time any moves performed do extra damage BUT any damage sustained by your fighter will also be more than normal, and that's the risk you take.

FOCUS
It's not on the controller configuration screen but the change focus button is Top-C by default. It isn't as quick as *WCW vs NWO*'s, but it's essential for tag matches and royal rumble games.

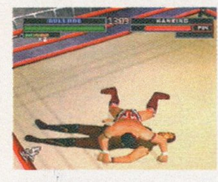


CAGE MATCHES
Do remember that you can only climb outside the ring when your opponent's energy meter is in the red, otherwise you get to the top and just jump down back into it.

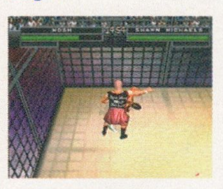
UNBLEMISHED RECORD
About to lose a match? Providing the auto save option is switched off it is possible to quit out of the game and start again. You must make sure that you choose the same character and select 'current' if you want to continue as if nothing ever happened.

RANDOM SELECT
If you consider yourself to be a bit tasty at *WWF Warzone* (or you just can't be bothered to select a character yourself) then tap UP and A to play as a randomly chosen wrestler.





DIZZINESS
Go to the biography screen and choose any character. Hold the L or R shoulder buttons to rotate him until he becomes giddy! Top laugh!





GO! GO!

COSSIE CHANGE ON BIOP SCREEN
Select Biographies on the main menu and pick a character. Now press Up or Down on either the D-pad or the analogue stick to see their alternative costume (check out the one Goldust wears).





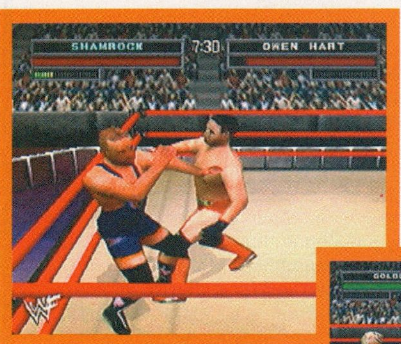
COSSIE CHANGE IN GAME
On the character select screen hold all four C buttons and hit A to play in an alternative outfit.

Moves

There are many, many moves to learn in *WWF Warzone*, but to be brutally honest you only need a handful to see you through the game, even on the Hard mode. Here's some information on which type of manoeuvres are the most effective when playing...

Punches

Very simple yet very effective. If you have one of the stronger characters (like Ahmed) it is possible to win most matches just by repeatedly pressing the punch button. Punches are, as a rule, better than kicks unless you have selected someone like The Undertaker who is prone to using his slow, powerful punch when all you want is a quick jab.



Uppercut / Discus Punch etc.

These are great to use once your competitor has been softened up with regular punches; he'll hardly ever block it.

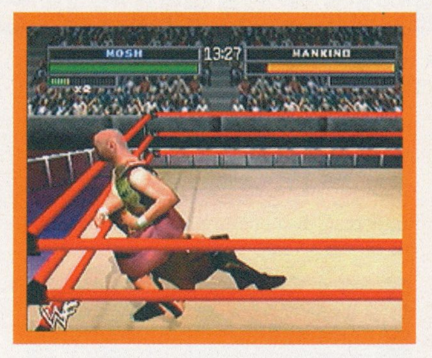
Dropkick / Clothesline / Crossbody off the ropes

Your opponents (be they human or CPU) are extremely susceptible to these moves, and they can be used time and time again. The flying punch is the only exception; it's far too slow and is nearly always blocked.

Long range grab attacks

Certain moves like Bret Hart's Overhead Suplex have a large reach. This is always very useful because it allows you to get your attack in first.

Toe takedown



If your chosen character has the leg drag move it can be repeated quickly three or four times before your opponent reacts by blocking. A truly magnificent manoeuvre.

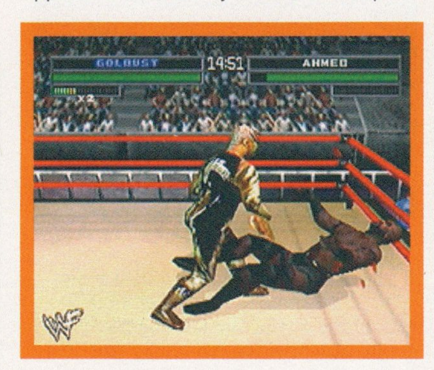
Weapons

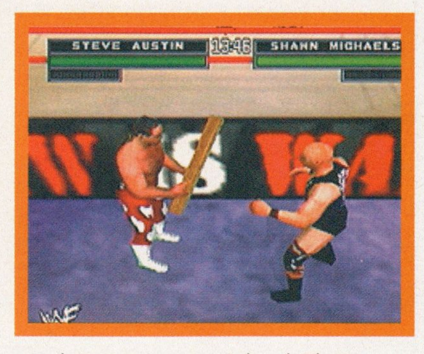
As is the standard with all the latest wrestling games on the market, there're a range of weapons in *Warzone*. We've compiled a few tips on how to get the best out of them.



Which weapon?

Generally the camcorder-type object and the bell are a bit wimpish. Not only do they look unconvincing as they hit home, but they're almost always blocked by your opponent. The two-by-four (wooden plank to the rest of us) is okay to use because it looks good to carry and has high attacking power. The chair is fun and always efficient, but for big laughs all round the television set is where it's at. Pick it up and smash it over someone's head. That's entertainment!





No mercy

By far the most fun you can have with weaponry is to stun your opponent, pick up a large object, and beat them while they can't retaliate. Remember to laugh insanely as you administer the blows, as this really heightens the enjoyment.

Disarming your rival

Should your antagonist grab a weapon and look as if he's about to attack try this tip. Get close and use the dodge buttons to avoid being hit, then tap the punch or kick buttons to make him drop it.

The Damage meter

Below each wrestler's health bar is the damage meter, and this lights up whenever you inflict suffering upon your opponent. The more powerful your move is the more sections of the meter light up, but there's a secret way to make your manoeuvres even more punishing.

The trick is to get the crowd rooting for you, which causes an adrenaline rush and subsequently increases your power. To do it you must use a series of DIFFERENT moves on your rival to excite the supporters and, once they're chanting your name, the severity of your attacks increases by two, three, four, or even FIVE times their normal damage!

HOW TO... WIN WITH THE MINIMUM OF EFFORT

While playing *WWF Warzone* we stumbled across a crafty little trick that takes full advantage of the CPU's stupidity. If you want to be a wrestling champion again and again, and hear adoring crowds chant your name, then here's what to do in five simple steps.

1) Slap your opponent around for a while and lower his health.

2) Administer the final blow and, providing that your opponent's stun bar is at least 1/3 full (depending on your character's speed), climb to the top of a turnbuckle.

3) Once your victim has recovered he should run towards the ropes in an attempt to knock you off your perch. Foil his malicious plans with a well timed drop kick. This'll cause major damage and stun him again.

4) Climb back up to the turnbuckle (or another one if your opponent is lying close to the ropes) and wait for him to recover.

5) Repeat steps 3 and 4 to ensure an easy victory!

HOW TO... WIN THE ROYAL RUMBLE

At first this brilliant event may seem a little daunting, with wrestlers just piling into the ring one after the other, but we've discovered something a little bit special to deal with them.

Firstly, you'll need a character with a move that's simple to perform, but capable of ejecting an opponent from the ring (Bret Hart's Overhead Suplex is ideal, which is LEFT, LEFT, punch).

Secondly, let your victim come towards you while you are against the ropes hitting the first direction to pull off the move (in Bret's case it's LEFT), and thirdly complete the manoeuvre when he's in range and with a bit of luck he'll sail out of the ring. Simply repeat this trick to win the rumble!



Pat-a-cake, pat-a-cake baker's man, or something like that anyway.

So, are you ready for a right Royal Rumble?

TAG TEAM

When your mate fancies his chances as well, tag matches are ideal...

PLAYER TWO

Your computer controlled buddy is a little dim when it comes to the whole system of tag matches. He jumps into the ring whenever he feels like it, which, to be honest, makes the match almost unplayable. Why? Well he seems to exit the ring just after your opponent's mate enters the squared circle, thus leaving you to fight two wrestlers instead of one. Our point is, try and get another human to control your tag partner.

FOCUS

Remember to change this (via Top-C) when there are more wrestlers in the ring than normal, preventing any sneaky hits from your opponent's mate.

TAGGING

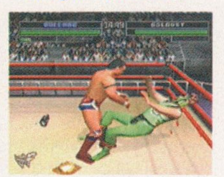
If you can tag in your friend when your energy is on low green it will recover back to 100%, but if it goes to yellow it won't change to green again so it makes sense to conserve your health if at all possible.

DIRTY CHEATING TACTIC

If a human is controlling player two and is getting tired of being left at ringside he can have a brawl outside the ring with his opponent's buddy. Not only does this alleviate the boredom but it also helps you to win the match!

BLOOD

Not quite as much as we'd like, but never mind. Start a weapons match and grab an object (the bell is ideal), then proceed to belt your foe with it. For a brief moment you will see tiny drops of blood coming from his head.



Cheats

Hidden away in the game are plenty of cheats, most of which are gained by obtaining the championship belt with certain characters. Some are just little things, like having a polished floor, while others are about accessing the secret characters. Read on to discover everything we've discovered so far...

Basement area

To gain access to the depths of *WWF Warzone* where you'll find information on any secret characters that you've acquired, simply tap the L button, followed by the R button on the main menu screen (the one with challenge, training etc.). This should take you to your desired location.

The trainer

To fight as the first of the four secret characters switch on the console and go to the main menu screen. Highlight Training then press A to get to the gym and, just before you start fighting, a small box will appear telling you that the cheat has been activated.

NOTE: *Remember to save this and all the other cheats to the memory pak before you turn off the console.*

Polished floor

Win the championship belt with Shamrock for a smooth, shiny surface that you can see your face in.

No wimps cheat

Again with Shamrock, gain the title belt to disable all blocking.

Ladies night

Play through the challenge mode as Shawn Michaels and beat everyone. You can now create female characters to fight with. Hooray!

Ego mode

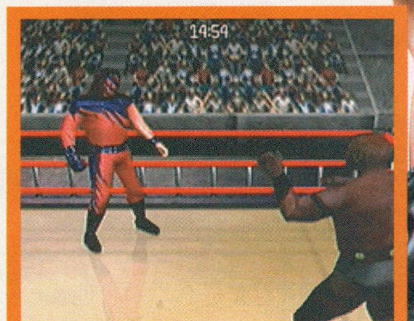
Once The Undertaker becomes champion, Ego mode becomes available, which increases the head size of each player as they pull off moves on each other. Meat-head mayhem here we come!

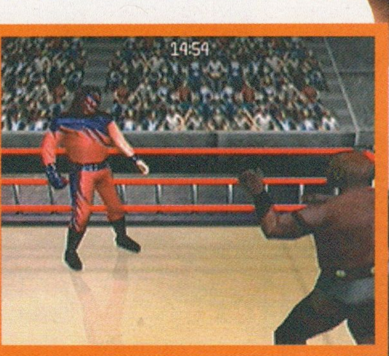
No meters

The Undertaker also gets you a cheat to remove all meters, leaving only the timer.

A helping hand

Apparently there is a secret button combination that you can press during a match to get help from another wrestler. This does, unfortunately, mean that you lose the match automatically, but it does let you have some top two-against-one action. At the moment we've been unable to pinpoint the precise buttons to press, and in what order, but rest assured we'll let you know as soon as we discover them.






GO! GO!

FINISHING MOVES

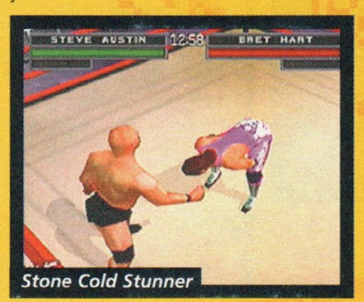
Included in *WWF Warzone* are the signature moves for each character and, as expected, they can only be performed when your opponent's energy meter is red, and preferably when they're stunned. Each wrestler's finishing manoeuvres are explained below but remember, for extra brownie points perform a taunt or pose (punch and block or kick and tie-up) just before administrating the final blow!

STONE COLD STEVE AUSTIN
Stone Cold Stunner

To perform this deadly manoeuvre press LEFT, LEFT, UP block and tie-up and watch as Stone Cold Steve Austin really lays into his opponent.

Bret Hart – Sharpshooter

If you wish to pull off this excruciatingly hurtful submission hold, knock your victim onto the canvas and stand at his feet. Now press LEFT, LEFT, UP kick and block to see Steve go to work on his competitor's legs. If you can fill the pain bar to its maximum before the referee counts to ten, victory is yours!



Stone Cold Stunner

THE UNDERTAKER
Tombstone

With your rival standing dazed, hit DOWN, DOWN, DOWN punch and tie-up to execute this cranium-crushing move. Rest in Peace, as The Undertaker would say.

THE BRITISH BULLDOG
The Running Powerslam

A favourite in the office, this. Easily done by pressing UP, DOWN, UP, punch and tie-up if your opponent is on his feet, stunned.



Sweet Chin Music

SHAWN MICHAELS
Sweet Chin Music

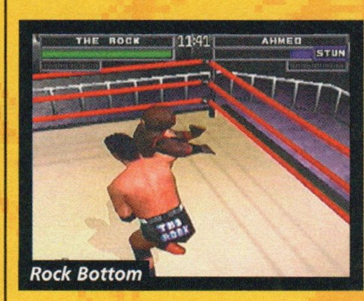
For a lovely jaw-smashing kick get your opponent standing once again and tap LEFT, DOWN, UP kick and block. Superb!

SHAMROCK
Ankle Lock Submission Hold

Once your foe is lying on the canvas, stand over his feet and push LEFT, RIGHT, UP kick and tie-up for an ankle-breaking manoeuvre which is sure to shock your victim!

ROCKY
Rock Bottom

Rocky's signature move is achieved by hitting LEFT, LEFT, UP punch and tie-up.



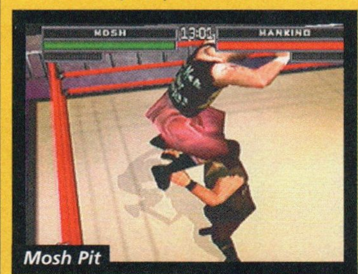
Rock Bottom

OWEN HART
Sharpshooter

Owen's trademark move is exactly the same as Bret's to perform (LEFT, LEFT, UP kick and block) and just as grisly.

MOSH
Mosh Pit

A little tricky to perform this one but



Mosh Pit

persevere because it looks great. Get your opponent on his feet and climb to the top of the turnbuckle nearest him. Once you're standing on top press LEFT, RIGHT, UP tie-up and block, for some major hurtage!

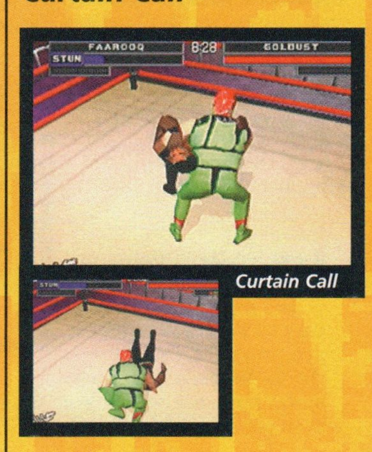
MANKIND
The Mandible Claw

To use Mankind's powerful grip push LEFT, RIGHT, UP tie-up and block. Now sit back and listen to your competitor beg for mercy.

TRIPLE H
The Pedigree

To show the opposition who's really in charge, wear their energy down to the red zone and tap LEFT, DOWN, RIGHT punch and tie-up.

GOLDUST
Curtain Call



Curtain Call

Get your poor unfortunate victim stunned and on his feet before moving behind them. Now press LEFT, DOWN, DOWN, tie-up and block to pull off this signature move.

KANE
Tombstone

A blatant rip-off of The Undertaker's manoeuvre this, but to perform Kane's Tombstone simply press DOWN, DOWN, DOWN, punch + tie-up.



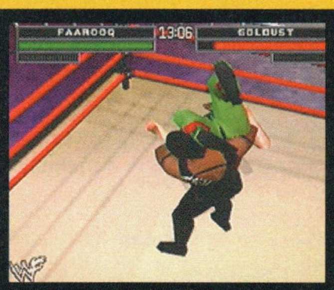
Tombstone

THRASHER
Stage Dive

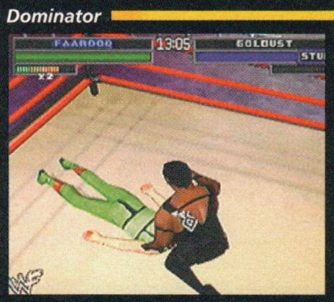
The other half of the Headbanger tag team has his own unique way of finishing off his opponent. Simply tap LEFT, UP, UP, punch + kick when on the turnbuckle with your opponent on the ground, and watch the theatre of pain begin!

FAROOQ
Dominator

Time for some real Damage! Hit UP, UP, UP tie-up and block for this cool



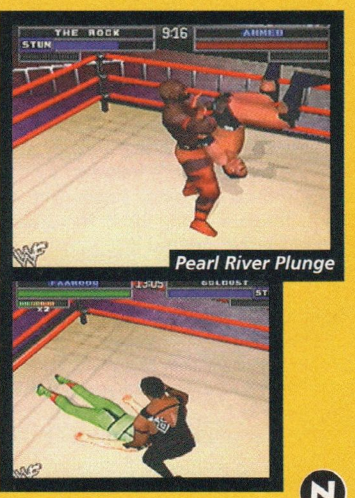
Dominator



manoeuvre which will surely make your eyes water.

AHMED JOHNSEN
Pearl River Plunge

This power house of a man has a rather special finisher. Once your competitors energy is in the red zone push LEFT, RIGHT, UP kick and block to see the Pearl River Plunge in all its glory.



Pearl River Plunge

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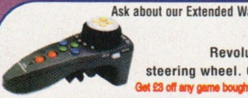
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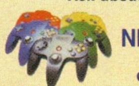
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N64 MAGAZINE COMPETITION RESULTS

Things got scary, things got American, but now the results are finally in...

QUAKE WITH FEAR!! YANKS A LOT!!

So, after much ado, the N64 Competition results are in. We've spent hours toiling over the entries, some of which have astounded us with their quality and imagination.

The first competition, you may recall, was Yanks A Lot, a cunning play on words with a stonking prize of an N64 and three games, or six new games. For this brain-teaser, we required you to come up with something that epitomised the fine, fine country that is the good ol' US of A. Or, alternatively, something that made the Yanks look as dumb as possible. As it turned out, we received quite a lot of the latter, which raised morale no end. Nicely!

Second up was Quake With Fear. The task we set you was to scare us. We wanted you to make us jump out of our collective skins. We wanted an experience scarier than James in the morning, or Martin 24-hours a day. The prize for your efforts was an N64 and a copy of *Quake*, or one of ten runners-up prizes of the game. The prizes are dished out over the page.

So, like Highlander, there can only be one and, as you're about to find out, the two winners strained themselves to come up with something spectacular. Roll up and on, then...

YANKS A LOT

Uncle Sam, the Statue of Lib and Jerry Springer. Let's get American!

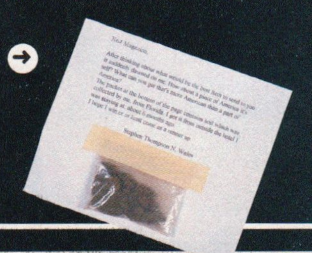


An American passport – unfortunately invalid and for what looks like a baby of about nine months, meaning we plainly can't move to Los Angeles for the mo – some Mickey Mouse money from Disneyland and a Mighty Ducks badge. Good start.



More American sports stuff and a really ugly cuddly toy.

Some genuine American dirt. Apparently.





Jelly beans. As American as, er, well, they were made in Italy.

A whole selection of American-style comestibles. Enjoyed by the whole office they were. Except for James who was on holiday.

Various bits'n'bobs including some basketball trading cards.

Plenty of Simpsons drawings wound their way into the office, as well as a picture of Cameron Diaz and the lovely, bubbly, wonderfully lovely Jennifer Aniston. Lovely.

A McDonalds hat. Someone won't be going to work on Saturday.

Batman vs Radioactive Man headed up our piles of comics, with Marvel favourites Iron Man and The X-Men bringing up the muscle-ridden rear. Sadly, as Wil rightly pointed out, no Spider-man issue one to sell on for VAST amounts of cash.

A home-made miniature ten pin bowling set-up. 10-out-of-10 for imagination to this one.

A 'Be an American' kit handcrafted by *Mario Kart* champ Rob Pierce. Very, very nearly the winner...

GO! GO!

WINNER!

It took some deliberation, but for his ingenious re-rendering of famous American painting 'Crossing the Delaware River' (which featured American President George Washington taking his men across the aforementioned river during the Civil War, history fans!), Perry Harris of Bath wins an N64 and three games. It's just *soooooo* good. Congratulations, Perry!



And just in case you're not paying attention, from left to right we've got:
Fox McCloud – Lylat Wars
Bomberman
Goemon – Mystical Ninja
Mario
Donkey Kong
Banjo
Earthworm Jim
Link
Diddy Kong
Yoshi
Princess Daisy
Luigi

QUAKE WITH FEAR

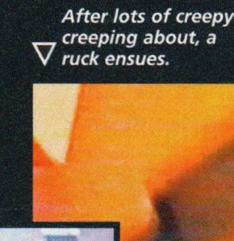
things that go bump in the night. Hoo hoo, ha ha. Hee...

We asked you to scare us half to death and you certainly managed to bring on enough heart palpitations and cold sweat episodes with your gruesomely good creations.

Like *Quake* itself, some of your entries made us jump, while some made us cringe. We certainly didn't fancy discovering anything further about those series of strangely unidentifiable dried lumps in jiffy bags, for example. Our postbags were still bulging with hideous monsters, thinly veiled personal threats and disgusting things in cardboard boxes weeks after the close of the competition. By then, though, we'd already decided on a winner...

WINNER!

Standing head and shoulders above the rest, for the sheer amount of effort and imagination expended on it, the six-minute horror film called Fear, painstakingly created by Stuart Farrimond and Simon Godefroy of St Lawrence, Jersey easily wins first prize. Like a Channel Islands version of Halloween, Fear was fantastic, with a rock soundtrack 'courtesy' of Offspring and Metallica and trendy cinema verité camera work (wobbly, in other words). We thought it was superb. Don't forget us when you're rich and famous in Hollywood, guys!



Our hero is enticed into the house.



The 'thing' makes its appearance. Scary.

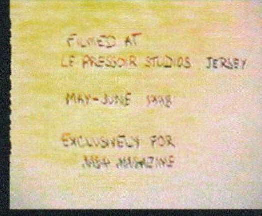
After lots of creepy creeping about, a ruck ensues.





It starts off with some suitably scary titles.

Not a happy ending unfortunately – stains all over the carpet.







RUNNERS UP

The nine runners up, who each win a copy of *Quake*, are:

Dave Drew, from Dudley, for his peculiar Shambler's Cousin model.
Ryan Orris, from Barnehurst, for his Wil-bothering Freak Box: a disturbing face leaping out at you as you open the top.
Matthew Harper, from Gloucester, for his innovative 64DD model, with old bits of record inside (don't your parents mind you smashing up their record collection?).
Dave Martin, from Athlone, for the dried scorpion that suddenly starts moving when you open the package – the only entry that actually made us jump.
Kristoff Villers, from Belgium, for the best *Quake* artwork we received.
Chris O'Toole, from Runcorn, for Andrea's all-seeing blood-filled eye.
Carol Doherty, from Darlington, for her horrific stereo David Hopkin viewer.
Mike Ridley, from Belfast, for his worrying Tokyo World front page, where Shigs was officially declared (gulp) dead.
And **Darran Attwood**, from Blackpool, for showing us exactly what 'care in the community' really means. Dressing up as Norman Bates' Mum, eh Darran? Better keep that to yourself.



Finding your mission nigh on impossible? Off Road racing a bit of a challenge? Fear not, help is at hand.

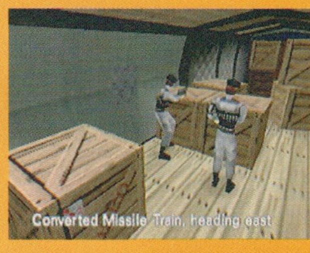
Classic tip

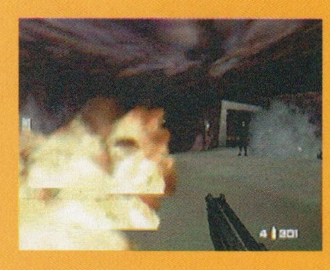
GoldenEye

Hidden Weapons

The first set: On the train, in the room you enter with all the boxes when you first start, blow up the last box at the end of the room. When you do that, you'll find a hidden RCP-90.

The second set: On the water caverns level, go to the room with the radio in it. Go right, to the area where you can see the water, and there are a few boxes. Blow up the box on the right, and a smaller box comes out! Blow up that one, and the one after that, then pick up the Assault Rifle, look for a silver box, and blow that up, you should get another Assault Rifle, so now you have some top two-handed action.





Mission: Impossible

Secret weapons

Here's a selection of codes that'll add a rather tasty variety of new weapons to your collection. Pause the game at the mission select screen then enter the following button combo using the D-pad and the C-buttons.

- **Mini-Rocket Launcher with 30 rockets:** Right on the D-pad, Left on the D-pad, Left-C, Right-C, Bottom-C.
- **7.65 Silencer with 30 bullets:** Top-C, Left on the D-pad, Right-C, Left-C, Top-C.
- **9mm Hi Power with 30 rounds:** Right on the D-pad, Left on the D-pad, Bottom-C, Top-C, Top-C.
- **Uzi with 30 rounds:** Right-C, Left-C, Right-C, Bottom-C, Right on the D-pad.



Meet the Team

Once you've completed the game in the 'Possible' level watch the final credits. Then go back into the American Embassy in Prague and meet the design team. From here, talk to the people until your health bar is full up to get a bonus animation of Nathan.



Off Road Challenge

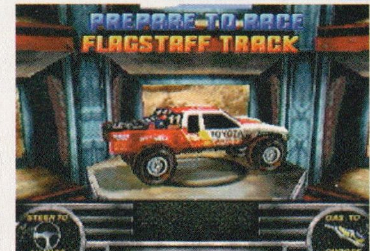
Turbo start

Just before the announcer says 'Set', press the accelerator button. This will give you a long nitro start without using any of your nitro reserves. Timing has to be perfect so you might need some practice to get it right.



Secret tracks

To unlock these tracks go to the Track Selection screen, then hold the relevant buttons for the track you want until you hear a car horn. Then go to the track in brackets and hold Z while pressing the accelerator button.



El Cajon (El Paso) Up on the D-pad, Left shoulder and Right shoulder.
Flagstaff (Mojave) Left shoulder and Left on the D-pad.
Guadelupe (Vegas) – Down on the D-pad and Right shoulder.



Datel codes

Hope you enjoy this month's codes. If you know of any more, just note them down and get them in the post to Tips Extra (Datel Codes), **N64** Magazine, 30 Monmouth St, Bath, BA1 2BW.

DIDDY KONG RACING

Version 1
Always Must Be On De000400 0000
50 Balloons........................8020807d 0032
Activate All Cheats In List......810dfe2e Ffff

Version 2
Always Must Be On De000400 0000
Have 50 Balloons...............8020886d 0032
Have All Cheats ....810e03ae Ffff

FORSAKEN

Infinite Bikes 8004020c 0063
Infinite Shield D014e710 0001
....8014e710 0010
Infinite Hull D014e712 0001
....8014e712 0011
Infinite Powerpods.............8814e740 0004
Primary Weapons
Transpulse.........................8814e765 0001
Trojax.................................8814e767 0001
Beamlaser 8814e768 0001
Secondary Weapons
Infinite Mug.......................8814e76d 0063
Infinite Solaris 8814e76e 0063
Infinite Scatter 8814e770 0063
Infinite Titan 8814e771 0063
Infinite Gravcon 8814e772 0063
Infinite Mfrl 8814e773 0063
Infinite Purge 8814e774 0063
Infinite Pine 8814e776 0063
Infinite Quantum 8814e777 0063
Infinite Spare 8814e778 0063
Infinite Spare1 ....8814e779 0063

WETRIX

Always Empty Drain 801bf991 0000
....811bf992 0000
....811bf994 0000
Bezerk Mode.........................801bf9af 00ff
Stop Level Timer 801bf9b2 00ff

YOSHI'S STORY

Infinite Health Green Yoshi..800f954f 0008
Infinite Health Yellow Yoshi 800f9557 0008
Infinite Health Blue Yoshi 800f955f 0008
Infinite Health Blue Yoshi ...800f955b 0008
Infinite Health Red Yoshi 800f9553 0008
Infinite Health Pink Yoshi ...800f9563 0008
Have All Fruit 800f916b 001e
(Note: With this cheat you only need to pick up one more fruit to finish the level.)

MYSTICAL NINJA

Infinite health 8015d2e7 0028
Infinite lives 8015d2ef 000a
Infinite Ryo 8015d2ea 0010
Goemon
Have chain pipe 8015d3bf 0002
Have medal of flames.........8015d3df 0001
Have Ebisumaru..................8015d3a3 0001
Have meat saw-hammer....8015d3c0 0001
Have Sasuke character.......8015d3a4 0001
Have fire cracker bomb......8015d3c4 0001
Have Kunai of severe cold
....8015d3d4 0001
Have Yae character............8015d3ab 0001
Have bazooka......................8015d3cb 0001
Have flute............................8015d3db 0001
Magic mermaid 8015d3fb 0001
Magic sudden impact.........8015d3ec 0001
Magic mini-ebisu................8015d3f2 0001
Magic flying 8015d3f4 0001
Item 1
Japanese sombrero 8015d2f7 0001
Metal helmet.......................8015d2f7 0002
Gold helmet 8015d2f7 0003
(Note: use only one of these codes at a time.)
Item 2
Shell.....................................8015d3fc 0001
Brown item..........................8015d402 0001
Brown round item 8015d40f 0001
Gold key...............................8015d412 0001
Blue sausage.......................8015d417 0001
Pink item 8015d41b 0001
Gold item.............................8015d41c 0001
Blue item 8015d422 0001

QUAKE

Debug Mode.......................8006C4E3 0001
Infinite Ammo.....................8016426B 00FF
Have Gold and Silver keys .80164229 000F
Infinite Armour..................81164184 42C8

SNOWBOARD KIDS

Infinite Cash.......................81122728 C350
Only one lap to race 801226C8 0009
Open Sinobin.......................8110B29E 0100

(To select him press Left on the D-pad and go all the way to the left.)

Gold Medals 810ECE62 0101
....810ECE64 0101
....810ECE66 0101
....810ECE68 0101
....810ECE6A 0101
....810ECE6C 0101
Open All Tracks.................800ECE7C 0003

WORLD CUP '98

Home team scores 9 goals
....800478BB 0009
Home team scores 0 goals
....800478BB 0000
Away team scores 9 goals
....800478BF 0009
Away team scores 0 goals
....800478BF 0000
Open Cup Classic Mode
....8003CC6F 0001

Wetrix

Change floor sets

Once you've completed all 16 practice rounds (a very good idea, by the way) the background colour on the main screen will change to a menacing red and a new option, Floor, will be available. Have a go with this one if you want to play with floor patterns such as the Mona Lisa and the American flag.



New set of pieces

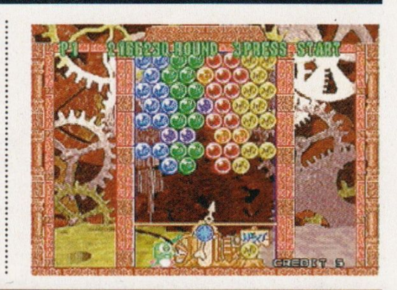
First complete all practice rounds to get the red background on the main screen. Then get an OK rating in every mode apart from practice and multiplayer so the background colour changes to green. You'll notice a small blue bloke appear so click on him and you'll see a duck. If you click on the duck you get the new pieces.



Bust-a-Move 2

Another world

On the main screen press the following buttons on the D-pad – Left, Up, Right then Down. If this has worked a little green bloke will appear in the bottom right of the screen. Now go to the Puzzle Mode option and you should see a new option below it, 'Another World'. Select this for a completely new series of puzzles.



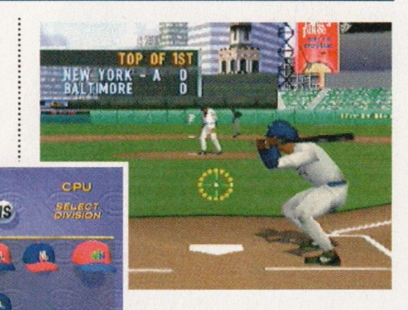
Major League Baseball

Know an opponent's pitch

If you're not too hot at guessing where the ball is going to go, press and hold the bunt button. The pitcher's target will appear and the bat will follow its path. As soon as the pitcher throws the ball let go of the bunt and hit the ball normally.

Access hidden teams

At the Mode selection screen, highlight the 'Exhibition' then press all the C buttons ten times in quick succession. A sound will signal if everything has gone well and you'll be able to pick the Nintendo and Angel Studios team.





READERS' TOP TEN TIPS

Once again the N64 Magazine office is bombarded by millions of yellow slips containing the knowledge of thousands of N64 gamers. And once again we find hundreds of slips with THAT cheat for *GoldenEye* on them. ARGHHH!

While on the subject of *GoldenEye*, is there no limit to its secrets? This month there's a cheat to adjust the camera in the cut sequences and tips on how to open the missile bay doors. For the one person out there without *GoldenEye* though, we do have cheats for other games too.



TOP TIP

1. GoldenEye 007

I have discovered a rather cool *GoldenEye* trick which allows you to control the camera during the cut sequences. To do it you'll need the controller settings configured to either Plenty, Galore, Domino, or Goodhead and the aim control set to TOGGLE. Now complete all the mission objectives and select the sniper rifle. With the trigger held, tap the sights on and sidestep off the dam, through the door etc. but don't let go of the trigger. Now while you are watching the end sequence use the rifle's zoom control to move the camera in and out. If you have the All Guns cheat you can do this on every level!

Phil Palmer, Peterhead

2. GoldenEye 007

Ever wondered what Ourumov's key is used for? Well it actually opens one of the missile bay doors, and here's how to do it. Start the Silo level with the cheats Invincibility, Invisibility, and All Guns activated and kill Ourumov with the golden gun to steal his key. Run back through the level until you reach the area with a guard behind a steel crate guarding the door to a missile, and a door leading to a computer area on the left. Go past the guard into the missile bay and look up at the ceiling before pressing START and highlighting the key. Press Z then unpause to look once again at the roof and cycle your weapons forward until you're holding the rifle butt. Watch as the doors open, then close again (note: to see it again you need to restart the level).

Eamonn Murphy, Ballsbridge

(Please note that we here at **N64** *Magazine have tried our best to launch the missile but have so far been unsuccessful. Perhaps someone out there can help us with it?)*

3. Forsaken 64

For a level select press A, R, Z, Up on the D-pad, Up on the D-pad, Top-C, Bottom-C and then Bottom-C on the 'Press Start' screen.

Alan Flynn, Co. Durham

4. GoldenEye 007

Yet another quirk for *GoldenEye*, this time on the Cradle level. Choose 007 mode and set everything to 0%. Just before you drop down to the platform to do battle with Trevelyan, switch to timed mines and look straight down at the floor. Drop down and plant a mine on the platform before falling off. In the cut sequence your adversary will be blown off the platform to his doom.

James Tsang, Tyne and Wear

(Send in your full address to receive your badge.)

5. Robotron 64

To change your password so that you start on a later level, change the 10th letter to another higher up the alphabet (with Q being the highest you're allowed). To change the amount of lives you start with change the 8th letter in the same way (but this time K is the highest one). And, finally, to face the end boss on level 200 enter the code B D B B N B F B C R.

Mark Green, Cheltenham

6. WCW vs NWO

Max out your spirit meter and put your opponent in a super grapple (hold down A). Now press A + B to perform an imitation of your adversary's trademark move!

Ben Cloke, Co. Durham

7. GoldenEye 007

To kill Trevelyan on the Cradle level with ease, grab the body armour at the start and run to the hut on the left (where the traitor is lurking). Don't go near the door, though. Instead strafe left and right up against the shed wall and, with a bit of luck, Trevelyan will throw some grenades at the wall. These will bounce off and land at his feet, killing him. Once he's finished his speech destroy the console and head for the low platform to finish the level.

Clinton Harvey, Cheddar

8. GoldenEye 007

This tip will get you into the end cabin of the Train level. Enter the level with the cheats Invisibility, All Guns, Infinite Ammo, and Turbo Mode switched on and destroy all of the brake units. Stand in the doorway at the end and throw a remote mine at Xenia, then detonate it and run forward in Natalya's direction. If you've done all this correctly you will find that you are shut in and the only exit is through the door in front of you.

Steven Woolley, Norfolk

9. Snowboard Kids

When you have most of the boards in one player mode and want to use them in a multiplayer game, players 2, 3, and 4 can't. The solution is once player 1 has loaded the memory pak it is given to the others to load as well. This saves many, many arguments.

Giles Varley, Burton-Upon-Trent

10. NBA Courtside

A rather useless glitch in this game but worth having a go at anyway. Start a match and do anything e.g. a monster dunk, with any player. Now substitute that man for another (e.g. Shaq for Dickey Simpkins) and select the replay to see Dickey perform the dunk instead of Shaq!

Luke M. Curley, Kildare

Reader's Datel Codes

GOLDENEYE 007

2x Laser	800585B2
2x RCP90	800585AF
2x Grenade Launcher	800585AE

John Hewson, West Yorkshire

FIGHTERS DESTINY

Player 1 extra stars at the start	80209757 0006
Player 2 extra stars at the start	8020B61F 0006
Player 1 always no stars	80209757 0000
Player 2 always no stars	8020B61F 0000

SNOWBOARD KIDS

Infinite cash	81122728 C350
One lap races	801226C8 0009
Play as Sinobin	8110B29E 0100

Yussry Houssen, Kent

YOUR TOP TIP

Found an interesting cheat, tip, secret bit or quirky thing to do in one of your games? Then send it to us immediately! Each month we'll compile a chart of the best and if you make it in, we'll send you a rather flash **N64** pin badge. If you get the coveted 'cheat of the month' slot you'll get something extra special.

HERE'S MY TOP TIP...

It's for [game name]:

And I've found that if you:

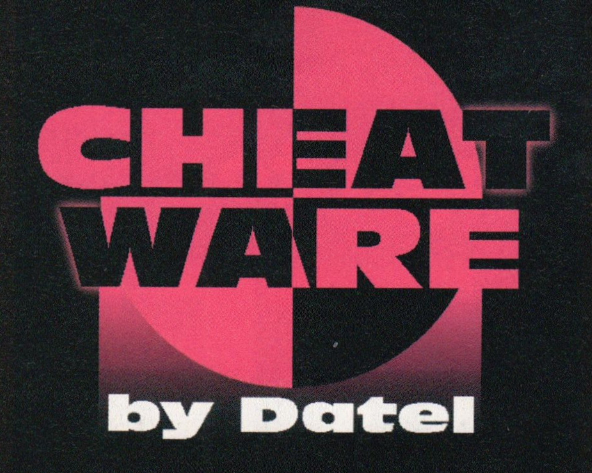
Name ....

Address ....

Post code ....

Send to: Tips Extra, **N64** Magazine, 30 Monmouth St, Bath BA1 2BW
If you don't want to cut up your magazine, send a photocopy instead, and continue on another bit of paper if you run out of room.

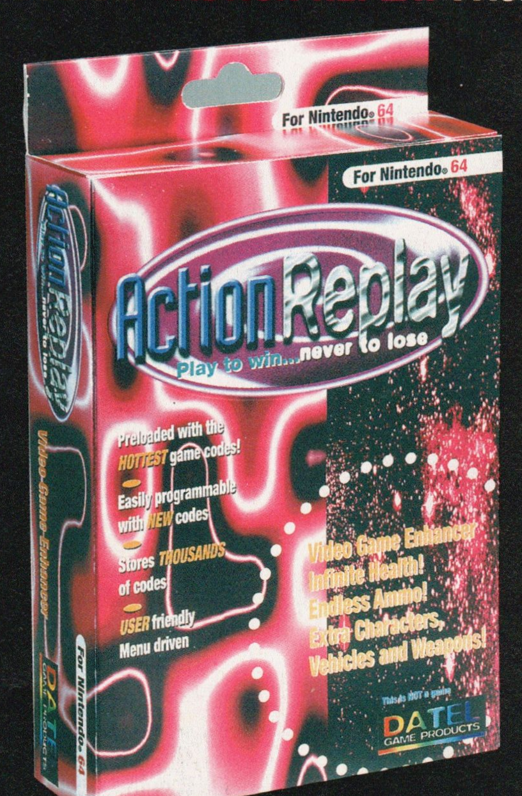




SNEAKY

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You're through to... THE NINTENDO

If you've got a gaming problem then the Nintendo Hotline is only a phone call away. But just in case you can't make that call, N64 Magazine prints all the best stuff right here.

This month the Hotline has focused exclusively on *Banjo-Kazooie*. Rather blearily, it has to be said, but focused none the less. When we first played *Banjo* a few months ago we knew it was going to be big, but the response from those people who have bought it has been... scary. This was obviously going to be the game that measured up to *Mario*.

So, in order to help with the countless number of people who are, at this moment, lining up against the next wall, ready to bang their heads against it in frustration, we have included here some of the most common questions for the first three worlds. Obviously we couldn't include everything that we wanted because the game is so large and there is so much to find. Still, what's here is a start and the Hotline is on hand, as always, to help with any problems you may have. Either phone up and talk to us or listen to the automated lines.



Banjo-Kazooie common questions

World 1: Mumbo's Mountain

Q How do you defeat the giant ape in the tree?

A First of all, you must help the small monkey by getting the orange from the top of the tree. After the monkey has raised the section of ground that he was stood on, use the Flap Flip jump to reach the pathway above you. Follow the path to the end and use your eggs to defeat the giant ape. It will take three hits to beat him.

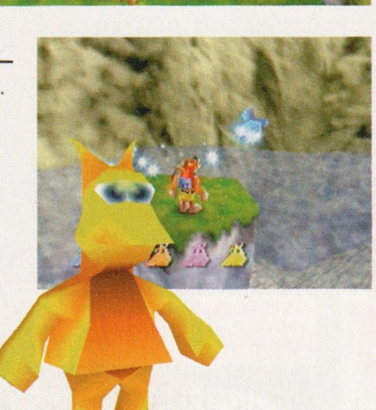
Q I stomped on a switch and it made a jigsaw piece appear on top of the hill at the entrance to the level. How do I get to it?

A You need to visit Mumbo with at least five Mumbo Tokens. Stand on the pad in his hut and press B to turn into a termite. Exit the course as the termite and you should be able to climb that mountain with ease.



Q Where are all the Jinjos?

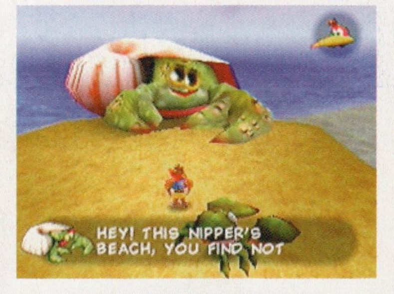
A Oh, those tricky Jinjo blighters. Here's where they all are:
Purple – To the right of the start on a pedestal (use the Flap Flip jump to reach him).
Blue – On the only island in the water.
Green – In a hut (use the Beak Buster to smash the huts).
Orange – On the slanted stone pillars near the bridge.
Yellow – On the hillside next to the ape (use Kazooie to climb up it).



World 2: Treasure Trove Cove

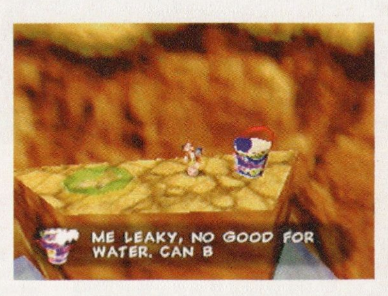
Q How do I defeat Nipper the giant hermit crab?

A To send him packing you need to use the Rat-a-tat Rap on his eyes. Three hits will see him off to the giant shell in the sky.



Q Near the start of the level, there's a bucket that needs a pebble. What do I have to do?

A You need to use your eggs to fill the hole. Shoot two eggs into the bucket (you'll probably find it easier to shoot out the eggs from behind, using Bottom-C). Once his hole is plugged, he'll drain the water out of the pool for you, allowing you access to the castle.



☎ (01703) 652222

HOTLINE

WHAT IS THE NINTENDO HOTLINE?

We're a team of expert games players who use our vast knowledge of all things Nintendo to help gamers in distress. Staff selection is very strict, so you can always be confident that when you talk to a councillor, they are one of the finest gamesplayers in the country and the perfect coach for your gaming skills.

Open seven days a week, 365 days of the year, the Hotline deals with over 2,000 calls a day, spread over the various Nintendo platforms. To guarantee that your call will be answered quickly and your problem answered swiftly, we have doubled our staff and increased our weekend opening hours.

Call us on **01703 652222** (NOT a premium rate number) and pose your game questions. We should be able to provide you with the answers, whether they're directions, cheats, passwords or simple advice. The Hotline is open Monday to Friday 12pm to 8pm, and Saturday and Sunday 10am to 6pm.

Now also available!
We now also have a NEW fully automated service allowing you to get help on those games even into the wee small hours. The automated lines will provide help with most of the biggest release titles 24 hours a day. Calls cost 50p a minute so make sure you have the permission of whoever pays your phone bill before calling. Call us on **0891 669945** and please make sure you have a pen and paper ready.

Q **I stomped on a red cross, and followed the path it showed me, but now I've got to a chest that I can't open!**

A Use the Rat-a-tat Rap or an egg to open the chest.



World 3: Clanker's Cavern

Q **How do I help Clanker? I can't see any way to lower the water.**

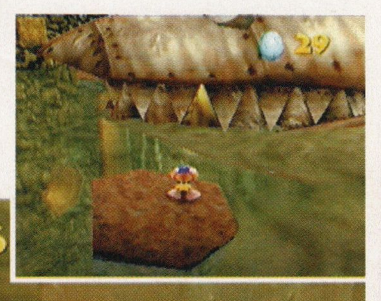


A Swim straight down from Clanker to the hole where the chain comes out. Right down at the bottom is a large key sticking out. You need to swim through the key three times to let out more chain so Clanker can breath. To get more air, follow the fish in that section. Every few seconds it will let out an air bubble which you can swim into for extra air.



Q **Now he's told me his teeth hurt. What am I supposed to do know?**

A The teeth are a fairly easy task. Once you've let out Clanker's chain to help him rise to the surface, get onto one of the floating platforms near his head. As he rises up and down, use your eggs to take out the gold coloured tooth on that side. You need to hit it three times to remove it. Move round to the other side and repeat. Now simply swim in through the hole to get the piece of jigsaw.





Q **I've got one bit of jigsaw left to find and I can't get all the Jinjos.**

A Here, for the directionally challenged, are the location of those pesky Jinjos.
Blue – Facing Clanker's face, enter the second underwater pipe on the left.
Green – At the bottom of Clanker's chain.
Orange – Get on the platform with the Shock Spring pad near Clanker's flipper, jump up to the pipe on the left, climb to the top and jump to the ledge. Stomp on the grating to get the Jinjo.
Purple – Inside Clanker's left gill after you've let out the chain.
Yellow – On the pipes near the start (climb the ladder to get up to it).

Musical Note locations:

Mumbo's Mountain
Musical Note breakdown
- In the water: 6
- On the bridge: 7
- On steps near the bull: 9
- On top of the huts: 6
- In the huts: 5 (Use the Beak Buster to smash the huts)
- On/near stone pillars: 18
- On hill near ape: 21
- In Mumbo's hut: 4
- On hill near the start: 18
- In the ant hill: 6

Total: 100

Treasure Trove Cove
Musical Note breakdown
- At start: 4
- On the ship: 11
- On the palm trees: 8
- On/in underwater castle: 9
- On top of the lighthouse: 5
- On wooden ladders: 12
- In treasure chests: 5
- In the crab's shell: 6
- Out in the open: 32

Total: 100

Clanker's Cavern
Musical Note breakdown
- On pipes near the start: 8
- Underwater: 13
- In cavern behind Clanker: 8
- At bottom of Clanker's chain: 8
- On Clanker's back: 10
- Inside Clanker: 28
- On pipes around Clanker: 25

Total: 100







Time to take a look at this month's Skill Club entries and find out who's hot and who's not.

Once again we check the tables to see if anyone has proved themselves worthy of a much sought-after Gold certificate, and it appears that the number is growing. The Gold league is getting steadily bigger every month.

You see, it's admirable to get a Bronze certificate, complete with an exclusive **N64** Magazine badge, but can YOU name a bronze medal winner from the last Olympics? Or even a Silver medal winner? I bet you can't. But I also bet the names of those who came first are jumping around inside your head at this very minute.

What we're getting at is everyone remembers those who come first, and those who fail are forgotten, so don't stop until you've completed enough of our challenges and are looking at that Gold certificate perched upon your fireplace/television/cupboard etc. Go on, rise up to the challenge and remember – eye of the tiger.

HOW IT WORKS

All you have to do is try to complete as many of the challenges on the opposite page as possible. Fill out the form, ticking the relevant boxes, and we'll enter you into the Skill Club 64 chart. You'll need to complete three challenges for Bronze, seven for Silver and 10 for Gold. Get going and we'll send you a much sought after certificate!

gold club complete 10 challenges

Name	Name
Simon Moore, Liverpool	Jan-Erik Spangberg, Sweden
Richard Davies, Rotherham	Kelly Humphreys, Marlow
René Laurent, Ireland	Graham Underwood, Cumbria
Stephen Lockhart, Ireland	Gregor Richards, Dorking
Andrew McGrae, Southport	Stuart Richards, Dorking
Matthew King, Bromley	Stephen McMahon, Co. Down
Derek Thomson, Edinburgh	John Kostons, Nederland
	Andrew Mills, Londonderry

silver club complete 7 challenges

Name	Completed
Robert Gallagher, Southampton	A,B,C,F,G,H,I
Kenneth Pickering, Ayrshire	A,B,C,D,G,I,J
Shaun Bell, Trowbridge	A,B,D,E,G,H,I
Kurt Peter Radford, Rotherham	A,B,D,E,F,I,J
Richard Davies, Rotherham, S. Yorks	A,B,D,E,F,I,J
Philip Foster, Havant, Hants	A,B,D,E,F,G,I
Derek Topper, Bristol	A,C,E,F,G,H,I
Jon Davies, Wallingford	A,B,C,D,G,H,I
Chris Scearce, Reading	A,B,C,D,F,G,I
Arthur Van Dalen, The Netherlands	A,B,D,F,G,H,I
Ciaran McDermott, Ireland	A,B,C,D,E,F,H
Rony Costa, Middlesex	A,B,C,D,E,I,J
Andrew Castiglione, Bristol	A,B,D,E,F,H,I
Gary Thomson, Midlothian	A,B,C,D,E,F,H
Jon Olav Larsen, Norway	A,B,C,D,E,F,G
Mario Sioutis, Greece	A,C,D,E,F,G,H
Andrew Rutherford, Macclesfield	A,B,C,D,F,G,I
Ben Campion, Staffs	A,B,C,D,F,H,I
Ben Cook, Shoreham-By-Sea	A,B,C,D,G,H,I
Chris Constable, Devizes	A,C,D,F,G,H,J
Inguar S. Arnor, Iceland	A,D,E,F,G,H,I
Brett Slader, Australia	A,B,C,D,E,F,G
Craig Scotney, Leighton Buzzard	A,B,C,D,G,H,I
Dave Bloemer, Holland	A,B,C,D,F,G,K
David Keane, Sandwich	A,B,E,G,H,I,J
The Terrible Twins, Banbury	A,B,C,E,F,H,I
David Nicol, Cambridge	A,B,C,D,F,I,J
Craig Silcocks, Trowbridge	A,B,C,D,E,F,J
Gard Mellemstrand, Norway	A,C,D,E,F,G,I
Andrew Taylor, Cheshire	A,B,C,D,F,H,I
Martyn Bibby, Cheshire	A,B,D,E,F,G,H,I
Christopher Smith, Surrey	A,B,C,D,E,G,I,J
Paul Isaia, Southampton	A,B,C,D,F,G,H,I
Piet den Dulk, Holland	A,B,C,D,E,F,G,H,I
Matthew King, Bromley	A,B,C,D,E,F,G,I,J
David Keane, Sandwich	A,B,C,D,E,G,H,I,J



bronze club complete 3 challenges

Name	Completed
Adam Johnstone, Wantage	A,B,F
Pierre Dimba, Tonbridge	A,C,G
Ben Olney, Surrey	A,D,E
Kevin Watts, Notts	A,C,F
Lawrence Gilbey, Dorset	B,C,I
David Maguregui, Wellesbourne	D,E,G
Daniel Brooks, Swindon	A,B,F
Ciaran Spence, County Antrim	A,B,F
Miles Fearnley, West Yorks	B,D,E
Joachim Clauwers, Belgium	A,D,F
R. Knapman, South Wirral	A,B,E
Stephen Durant, Bridgwater	A,F,I
Simon Bell, Co. Durham	A,B,F
Herman Valk, The Netherlands	A,B,G
Michael Gapper, Bristol	A,C,F
Riccardo Riboldi, Milan, Italy	A,B,E
Adam Norman, Nottingham	A,D,E
Nicholas Bec, Salisbury	A,C,I
Chris Gray, Fife	A,C,I
Paul Coulson, Stamford	A,B,F
Tom Clarke, Beaconsfield	A,C,I
Sebastian Bond, Gloucester	A,D,G
Ioan Rees, Redditch	A,B,G
Nick Hadden, County Cork	A,C,I
Tom Richardson, Addingham	A,C,H
Robert Kloosterhuis, Holland	A,D,F
Gordon Scales, Nottingham	A,B,F
Ian Renyard, Ashford	A,B,F
Phillip Renyard, Ashford	A,B,F
Brian Mulheron, Tyne & Wear	A,C,F
Andy Howard, Cambridge	A,B,D
Remco Van Wingerden, Holland	A,B,F
Mark Odell, Derby	A,D,E
Thomas Suckling, Ipswich	A,D,F
Dylan Foale, Devon	A,C,I
Lee Robertshaw, Southampton	A,E,F
Ian Gore, Somerset	A,B,F
Graham Cookson, Kent	A,B,H
Dave Bloemer, Holland	A,C,F
Andrew Hannath, Swindon	B,D,F
Erwin Zeevaart, Holland	A,F,H
Steve Paget, Bonsall	A,C,D
Richard Whitham, Poulton-le-Fylde	A,B,F
Philip O, Herts	A,D,H
Benjamin Lo, London	E,F,J
Robert Lynch, Middlesex	A,B,D
Owain Brimfield, Peel, IOM	A,E,F
David Newbrook, Staffs	A,D,F
Alex Schwassmann, Germany	A,F,I
Chris Partridge, East Sussex	A,C,F
Jonathan Townsend, Gwent	A,E,G
David Myring, Bristol	A,E,F
Ben Davies, Coventry	B,C,J
Matt Peck, East Sussex	A,D,E
Mark Rundle, Herts	A,D,H
Richard Sutton, Kent	A,B,I
Mark Walker, Bedford	A,B,F
Jonathan Davies, Coventry	B,C,J
Sandy McKenzie, Fife, Scotland	C,F,H
Adam Khattak, Belfast	A,C,F
Matthew Kitis, Liverpool	B,C,I
Joe Cape, Stirling	A,C,D
Ewen Summers, Ayrshire	A,B,D
Joachim Clauwers, Belgium	A,D,F
David Holmes, Doncaster	A,B,F
Tom Wyatt, Staines	A,C,D
Ben Stevens, London	A,E,F
James O'Sullivan, Somerset	A,B,D
Keith Tannahill, Ayrshire	A,D,J
Jamil Yahyaoui, Belfast	A,B,D
Michael Achilles, Chingford	A,D,I
Jan Dehm Neves, Portugal	A,E,G
Luke Yeandle, Abertillery	A,D,E
Ben Wakefield, Twickenham	A,B,D
Omid Elliott, County Tyrone	A,B,C
Nick Syrad, Reading	A,D,F
Patrick Laakso, Sweden	A,B,D
David Gibson, Fleet	B,D,H
Mark Underwood, Cumbria	A,E,I
Daniel Longstaff, Chigwell	A,G,I
Vincent Coyne, Galway	A,E,F
Raoul Smids, Belgium	A,B,G
Chris O'Riordan, Cornwall	A,B,E
Matthew Weston, Nottingham	A,C,D
Jon Davies, Wallingford	E,F,J
Sandy McKenzie, Fife	C,F,G
Norman Glover, Cleveland	A,B,F
Alex Johnson, Sidcup	A,C,D
Damian Unwin, Soton	B,C,D
Daniel McCann, Glasgow	B,E,H
Kevin Gilbert, Upton	A,G,K
Chris Hinkley, Peckham	A,B,F
Gordon Willmott, Edinburgh	A,D,K
Johan Brown, Grantham	A,B,D
Rod Bayliss, Australia	A,D,H
Russell Higgins, Shropshire	A,G,I
Wajahat Ali, Blackburn	A,C,E
Adam Bull, Leeds	A,I,K
Tormod Krogh, Norway	A,C,F
Remko Veenstra, Holland	A,F,G
Moe Aboulkheir, London	A,D,J
Oliver Bolton, Kent	A,C,F
James Garrity, Liverpool	A,B,E
Elidir Jones, Gwynedd	A,B,F
Alan Hooper, Weston-Super-Mare	A,D,E
Steven Said, Australia	A,B,I
Alexander Filipowski, Warrington	C,F,J
Wayne Parkes, Cornwall	A,B,D
Joel Porter, London	A,E,F
Floryn Cleverens, The Netherlands	A,C,G
Martin Hunter, Edinburgh	A,B,E
Richard Holmes, Derbyshire	E,G,I
Alex Wood, Ipswich	A,B,D
Steven Astley, Wigan	E,F,J
Mike Hodzelmans, Holland	A,B,D
Michael Petch, Doncaster	A,B,I
Simon London, Norwich	A,B,C
Peter Campbell, Belfast	D,G,J
David Faggiani, Manchester	A,D,F
William Shutes, Norwich	A,B,F
Simon Lyddon, Devon	A,B,D
Steven Smith, Essex	B,D,F
Henry Rummins, Ashford	A,B,D
Edward Rummins, Ashford	A,B,D
Ryan Carson, Devon	A,C,F
Ashley Bennett, Essex	A,D,I
Thomas Vincent, Weston-Super-Mare	A,D,F
Sarah Margle, Ware	A,B,I
Sam Thompson, Aberystwyth	C,D,I
Toni Ylaranta, Finland	A,G,I
Tom Badran, Basingstoke	A,C,G
John Hope, Northampton	A,F,I
Joshua Clarke, Birmingham	A,C,F
Matthew Harper, Gloucester	A,D,I
Christopher Green, Reading	A,D,F
Chris Knowles, Cheshire	A,B,D
Turo Halinen, Finland	A,D,K
Dennis Schuh, Holland	A,C,D
Niall Quigley, Co. Tyrone	A,B,H
Guy Burdge, Somerset	A,D,E
Brian Davidson, Co. Tyrone	A,B,D
Scott Butler, Co. Armagh	A,C,G
Pieter van den Buirk, The Netherlands	A,I,K
John Heelham, Manchester	A,B,K
Nils Meuzler, Germany	A,B,E,I
Jeremy Scoble, Plymouth	A,D,G,I
Chris Thomas, Wallington	A,B,C,I
James Bundy, Reading	A,E,F,I
Alex McIver, Edinburgh	A,B,C,F
Tom Walker, Halstead, Essex	A,E,F,H
Lawrence Gilbey, Bridport	A,B,C,I
Neil Williamson, Nottingham	A,B,C,F
Philipp Sokolean, Switzerland	A,D,E,I
James Leigh, Clevedon	A,B,G,I
Neil Williamson, Nottingham	A,B,C,F
Aidan Murray, Co. Cork, Ireland	A,B,D,H
Carl Bullen, Liverpool	A,B,G,H
Alex Mann, Bedford, Beds	A,C,D,F
Alain Keersmaekers, Belgium	A,B,F,J
Mark Quinn, Preston	A,B,E,I
Daniel Weserholm, Finland	B,D,E,I
Andrew Davies, Essex	A,B,D,I
Morten Tronstad, Norway	A,B,C,I
Martin Cater, Hucknall	A,B,C,G
Kevin Seeney, Bury St Edmunds	A,C,D,I
Philipp Sokolean, Switzerland	A,B,D,I
Afong Toh, The Netherlands	A,C,H,I
Daniel Lally, Berkshire	A,B,F,G
James Hinton, Knoresborough	A,B,C,D
Michael Walker, Londonderry	A,D,H,I
Asgeir Vikan, Norway	A,B,D,J
Andrew Carrington, Pontefract	A,D,E,J
Christopher McCabe, County Down	A,B,D,F
Raymond Wells, Essex	A,B,F,H
Ed Higgins, Essex	A,B,G,I
Joel Radford, Australia	A,B,C,D
Stuart Derbyshire, Bolton	A,B,D,G
Griffin Leadabrand, Australia	A,D,F,I
Kane Dorey, Jersey	A,B,D,H
David Dixon, Cumbria	A,D,F,G
Matthew Wilkins, Wiltshire	A,B,D,E
Richard Woodall, New Zealand	A,C,D,G
David Lewis, Birmingham	A,B,D,E,F
Aaron Tuson, Essex	A,C,D,E,F
Simon Webber, Wokingham	A,B,D,E,F
Stephen Rogers, Manchester	A,C,E,F,H
Davy James, Powys	A,B,C,G,H
Pat Shields, Co. Down	A,C,D,E,I
Kevin Seeney, Bury St Edmunds	A,B,C,D,I
Benjamin Khan, Bradford	B,C,D,F,I
Kevin Loughlin, Slough	A,B,C,E,F
James Hegarty, Belfast	A,B,F,G,J
Nick Taverner, Suffolk	A,B,C,D,I
Per Nilsson, Sweden	A,B,D,F,I
Panagiotis Bagiokos, Athens, Greece	A,B,C,F,I
Roeland Van Straalen, Holland	A,B,C,F,I
Aynsley Welling, Cyprus	C,E,F,G,I
Charles Ayesa, Australia	A,B,D,G,H
Jack Gilbey, Bridport	A,B,C,E,I
Mark Green, Cheltenham	A,C,D,F,H
Chris Kerry, Essex	A,B,C,F,I
Daniel Metcalf, Norwich	A,C,D,F,G
Gearoid Reidy, Co. Offaly	B,C,D,E,G
Gavin Cole, Tyne & Wear	A,B,C,F,G,H
Jonathan Cole, Tyne & Wear	A,B,C,F,G,H
Joshua Takaoka, Newbury	A,B,C,D,G,I
James Register, Surrey	A,B,C,D,F,H
Stephen Mansfield, Derby	A,B,C,D,E,J






challenge A — Super Mario 64



What you must do: Find all 120 stars.
Proof: Any picture of Mario with 120 in the top right corner.
Helpful Tips: The first five issues of **N64** Magazine tell you all you need to know about *Super Mario 64*. The Double Game Guide + on the front of issue 15 should help as well.

challenge B — Diddy Kong Racing



What you must do: Finish the game in mirror mode.
Proof: A pic of the save screen with Adventure 2 and 47 balloons.
Helpful Tips: Our review in issue 10, and our guides in issues 11 and 12 should help. Oh and don't forget the DGG + with issue 11.

challenge C — Lylat Wars



What you must do: Finish the game with 1,500 hits or more.
Proof: A pic of the final hits screen or high score table with 1,500 hits or more.
Helpful Tips: Issue 8's free poster and the DGG + with issue 13.

challenge D — GoldenEye 007



What you must do: Finish the game on all three settings.
Proof: A picture of the 007 mode's level editor.
Helpful Tips: The i-Spy Magazine with issue 9, tips in issues 10 and 12 and the Double Game Guide + on the front of issue 12.

challenge E — ISS64



What you must do: Finish all the scenarios.
Proof: A picture of the completed scenario screen (you'll need to do this with more than one picture).
Helpful Tips: Tips in issues 4 and 14.

challenge F — Mario Kart 64

What you must do: Record a time of under 1'20"00 on Mario Raceway (1'07" on NTSC).
Proof: A picture of the records screen or the title screen (hold down R).
Helpful Tips: Review in issue 4, tips in Issue 5. Double Game Guide + on the front of issue 13.

challenge G — Pilotwings





What you must do: Win Gold medals on every event.
Proof: A picture of the medal screen.
Helpful tips: There's a guide in issue 6 and tips in the Double Game Guide + on the front of issue 19.

challenge H — Turok: Dinosaur Hunter



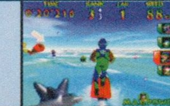
What you must do: Complete the Time Challenge Mode in under 3'00"00.
Proof: A picture of the final screen with the time clearly visible.
Helpful tips: None available.

challenge I — Blast Corps



What you must do: Win a gold medal on Neptune.
Proof: A picture of the medal award screen for Neptune.
Helpful Tips: Tips in issue 8 and the Double Game Guide + on the front of issue 16.

challenge J — Wave Race 64



What you must do: Break 1'17"00 on Sunny Beach Time Trial (1'04"00 on NTSC).
Proof: A picture of the records screen.
Helpful Tips: Tips in issue 2 and DGG + on the front of issue 14.

challenge K — Yoshi's Story



What you must do: Score more than 34848 in the main game.
Proof: A picture of the final score screen at the end of the game.
Helpful Tips: The tips in issue 16 and the Double Game Guide + on the front of issue 19 should prove very handy.

challenge L — Banjo-Kazooie



What you must do: Complete the game in under 5 hours and 30 minutes with all 100 jigsaw pieces and 900 notes.
Proof: A picture of the game save screen – simple!
Helpful Tips: A huge guide in issue 19 and the Double Game Guide + on the front of this issue.

the rules

- *You need to accomplish three challenges to earn yourself a Bronze placing, seven for Silver and all ten to make it into the Gold list.*
- *You can enter for whichever challenges you like – it is entirely up to you.*
- *You can use PAL or NTSC copies of the games but, if you opt for NTSC, you'll have to achieve the faster of the two listed times in Mario Kart and Wave Race.*
- *Each challenge entered must be accompanied by photographic or video proof. Squeezing everything on to the one video tape seems the most sensible solution to us.*
- *We know how to recognise the influence of cheat carts and codes. Offenders will be held up to ritual humiliation and stoned out of the country by zealous citizens.*
- *You can enter for the leagues in stages if you wish. If you've made it into the bronze league, for instance, you could send us further proof of four or more challenges to elevate your position.*
- *Bronze, Silver and Gold leagues will be published in each future edition of **N64** Magazine.*
- *If you'd like your tapes or photographs back, please include a stamped, addressed envelope.*

HOW TO... prove your achievements

Taking photographs

Point at the screen and click away. For best results, turn off or cover up the flash (it will reflect off the screen), draw the curtains and use a fast film – 200 or, best of all, 400 ASA.

Taking videos

1. Take the lead that connects your N64 to your TV and plug it in to the 'Signal In' socket on the back of your video.
2. Connect the 'Signal Out' plug on your video to your TV and turn both on.
3. Switch your TV to the video channel and switch on your N64 with a game plugged into it.
4. Find a spare channel on the video's tuning mechanism and look for the N64 signal. Save the setting.
5. Achieve your challenge and get to the appropriate result screen.
6. Pop in a tape and press 'record'. Press 'Stop' after five seconds or so.
7. Repeat steps 5 and 6 according to the number of challenges you're attempting.
8. Rewind the tape to the beginning of your evidence (so we can see your scores quickly and easily). That's it.



ENTRY FORM

Hello there,
I'd like to humbly put myself forward for the Bronze/Silver/Gold Skill Club 64 league.
I include proof of my achievements in:

	A Super Mario 64		G Pilotwings 64
	B Diddy Kong Racing		H Turok: Dinosaur Hunter
	C Lylat Wars		I Blast Corps
	D GoldenEye 007		J Wave Race 64
	E ISS64		K Yoshi's Story
	F Mario Kart 64		L Banjo-Kazooie

Please send my badge and certificate to:

Name ....

Address ....

....

....

*Use a photocopy of this form if you'd rather not cut your copy of **N64** Magazine.*

I'M THE BEST

Have you ever wished to be world famous? Well now you can be recognised across the globe via I'm the Best.

You see, every month **N64** Magazine is read by thousands of gamers from lots of different countries. Whenever you send in an entry you're up against the finest gamesplayers worldwide. So it's not just personal glory that you're playing for, but that of your country's too. Can Denmark beat England on *TGR*'s Coastline, or will surprise entry Finland pip them both to number one? Over to our man in the commentary box, Andy Gray...

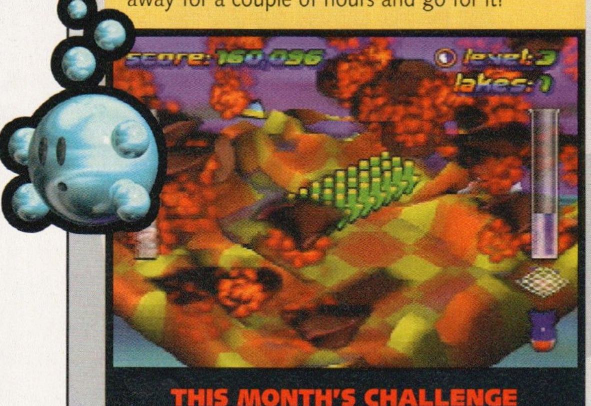
NEW HIGH SCORE!



WIN A CONTROLLER!

The best entry in our *Forsaken* challenge was a fantastically fast time of 1:06 on the Nuke level, done by Darren Kenny from Solihull. His time was *so* fast it beat the nearest rival by a whopping 18 seconds, and wins him a MakoPad from Interact (01204 700139). Hopefully he'll use it to smash even more high scores and record times for further glory in our leagues.

And so to this month's challenge. If you want to win a joypad like Darren then you'll need your speed shoes on. The game is watery puzzler *Wetrix* and the score to beat is Chung Wong's 11,475,981 points, on Classic mode. It's a tough challenge but we know someone out there can crack it. Lock yourself away for a couple of hours and go for it!



THIS MONTH'S CHALLENGE
Beat 11,475,981 on Wetrix

Star Performance

Our measly *Wetrix* score in issue 18 has been well and truly THRASHED! The man who put us in our place where the watery wonder that is Wetrix is concerned was **Chung Wong of Telford**, with a splash-tastic score of 11,475,981 in Classic mode. Well done that man. A brilliant score worthy of its place in this month's Star Performance. And remember, if YOU think you've managed to out-class the competition then send some proof in to us. You never know, it could be you winning the prize next.



SUPER MARIO 64

(PAL)

Peach Slide			
1	0'12"7	Confirmed	Stelios Giamarelos, Greece
2	0'12"9	Confirmed	Dave Bloemer, Holland
3	0'13"0	Confirmed	Trev Henderson, Harrogate
4	0'13"0	Confirmed	Marc Bennett, Newcastle
5	0'13"0	Confirmed	Danny Dunn, Lincolnshire
6	0'13"1	Confirmed	Andrew Mills, Londonderry
7	0'13"1	Confirmed	Zahir Ishani, Surrey
8	0'13"2	Confirmed	Micke Laakso, Finland
9	0'13"2	Confirmed	Dave Parsons
10	0'13"2	Confirmed	Calum O' Hanlon, London

BANJO-KAZOOIE

MUMBO'S MOUNTAIN (NTSC)

1	14:09	Confirmed	Vincent Miller, London
2	16:05	Confirmed	Anthony Larder, Weymouth
3	18:39	Confirmed	Abdulrahman Kabbani

WETRIX

CLASSIC MODE (PAL)

1	11,475,981	Confirmed	Chung Wong, Telford
2	10,416,959	Confirmed	Sarah Margle, Herts
3	6,862,909	Confirmed	Raymond Wan, Cheshire

FIGHTER'S DESTINY

FASTEST (PAL)

1	0'33"434	Confirmed	Wajahat Ali, Blackburn

WAVE RACE 64

(PAL)

Sunny Beach			
1	1'10"103	Confirmed	Stuart Richards, Surrey
2	1'10"297	Confirmed	Steven Astley, Wigan
3	1'11"021	Confirmed	Nicholas Dyer, Surrey
4	1'14"753	Confirmed	Thomas McAlinden, Lurgan
5	1'14"830	Confirmed	Tatu Luostarinen, Finland
Stunt Mode, Dolphin Park (Any version)			
1	66441	Confirmed	Yvo van der Smoek, Holland
2	41630	Confirmed	Orestis Giamarelos, Greece
3	41623	Confirmed	Steven Astley, Wigan
4	41270	Confirmed	Patrick Laakso, Sweden
5	41132	Confirmed	Norman Obeseki, Leeds
Glacier Coast – Time Trial			
1	1'34"044	Confirmed	Stuart Richards, Surrey
2	1'35"018	Confirmed	Yvo van der Smoek, Holland
3	1'36"825	Confirmed	Orestis Giamarelos, Greece
4	1'36"883	Confirmed	Stelios Giamarelos, Greece
5	1'38"619	Confirmed	Anssi Ahonen, Finland
Glacier Coast – Stunt Mode			
1	65951	Confirmed	Yvo van der Smoek, Holland
2	62199	Confirmed	Aaron Carroll, W.Yorks
3	61767	Confirmed	Norman Obeseki, Leeds
4	60120	Confirmed	Steven Zwartjes, Holland
5	55680	Confirmed	Orestis Giamerelos, Greece

(NTSC)

Sunny Beach – Time Trial			
1	1'02"694	Confirmed	Chris Murphy, Manchester
2	1'03"755	Confirmed	William Lam, Bristol
3	1'04"726	Confirmed	Dilpesh Varsani, London
4	1'05"478	Confirmed	GK, Darlington
5	1'05"68	Confirmed	Bruce Robertson, Perth

MARIO KART 64

(PAL)

Luigi Circuit

1	1'33"67	Confirmed	Graham Francis, Cronleigh
2	1'36"46	Confirmed	Stelios Giamarelos, Greece
3	1'36"86	Confirmed	Orestis Giamarelos, Greece
4	1'39"64	Confirmed	Richard Dunn, Lincolnshire
5	1'39"84	Confirmed	Brett Slader, Australia

Royal Raceway

1	2'05"13	Confirmed	Anthony Gruitt, Kent
2	2'06"28	Confirmed	Stelios Giamarelos, Greece
3	2'08"03	Confirmed	Orestis Giamarelos, Greece
4	2'08"14	Confirmed	Steven Zwartjes, Holland
5	2'08"62	Confirmed	Martin Conroy, Leeds

Koopa Troopa Beach

1	1'30"89	Confirmed	Sam York, Bristol
2	1'33"28	Confirmed	Anthony Gruitt, Kent
3	1'37"01	Confirmed	Thomas Foster, Derby
4	1'38"31	Confirmed	Steve Ridley, Ramsgate
5	1'38"86	Confirmed	Stelios Giamarelos, Greece

Frappe Snowland

1	00'22"43	Confirmed	Jon Willetts, Cheshire
2	00'23"98	Confirmed	Tim Wiles, Cardiff
3	00'27"45	Confirmed	Alan Pierce, Salisbury
4	00'27"72	Confirmed	Rob Pierce, Salisbury
5	00'29"10	Confirmed	Michael Cunningham, Australia

Bowser's Castle

1	2'16"47	Confirmed	Anthony Gruitt, Kent
2	2'16"88	Confirmed	Martin Conroy, Leeds
3	2'17"11	Confirmed	Stelios Giamarelos, Greece
4	2'17"15	Confirmed	Orestis Giamarelos, Greece
5	2'17"71	Confirmed	Rob Pierce, Salisbury

Banshee Boardwalk

1	2'04"76	Confirmed	Anthony Gruitt, Kent
2	2'05"76	Confirmed	Stelios Giamarelos, Greece
3	2'05"95	Confirmed	Orestis Giamarelos, Greece
4	2'08"77	Confirmed	Rob Pierce, Salisbury
5	2'09"19	Confirmed	Gary Thomson, Bonnyrigg

(NTSC)

Luigi Circuit

1	1'21"94	Confirmed	Arthur Van Dalen, Holland
2	1'27"66	Confirmed	George Papapetrou, London
3	1'31"30	Confirmed	Tatu Luostarinen, Finland
4	1'40"23	Confirmed	Marc Duport, Guernsey
5	1'42"76	Confirmed	Steven Dyson, Poulton le Fylde

Mario Circuit

1	0'54"01	Confirmed	Tatu Luostarinen, Finland
2	0'54"32	Confirmed	Andrew Mills, Londonderry
3	0'54"46	Confirmed	George Papapetrou, London
4	0'54"58	Confirmed	Marc Dupont, Guernsey
5	0'54"64	Confirmed	Steven Dyson, Poulton le Fylde

Royal Raceway

1	1'46"68	Confirmed	Andrew Mills, Londonderry
2	1'48"28	Confirmed	George Papapetrou, London
3	1'48"73	Confirmed	Tatu Luostarinen, Finland
4	1'49"63	Confirmed	Steven Dyson, Poulton le Fylde
5	1'50"09	Confirmed	Arthur Van Dalen, Holland

STARFOX

ON CORNERIA (ANY VERSION)

1	276	Confirmed	Phil Hughes, Widnes
2	275	Confirmed	Greg Ihnatenko, Cheshire
3	270	Confirmed	Jon Davies, Wallingford
4	265	Confirmed	Neil Friedman, Whitefield
5	261	Confirmed	Kenneth Small, Sunderland
6	252	Confirmed	Stuart Richards, Surrey
7	248	Confirmed	Max French, Dundee
8	247	Confirmed	Demunter Knemy, Belgium
9	247	Confirmed	Mark Green, Gloucester
10	245	Confirmed	Matthew Kagelidis, Greece

Total Hits

1	2212	Confirmed	Robert Kloosterhuis, Holland
2	2212	Confirmed	Jon Davies, Wallingford
3	2120	Confirmed	Greg Ihnatenko, Cheshire
4	2054	Confirmed	Sam Doyle, Derbyshire
5	2091	Confirmed	Phil Hughes, Widnes
6	2000	Confirmed	Jan-Erik Spangberg, Sweden
7	1984	Confirmed	Stuart Richards, Surrey
8	1952	Confirmed	Aaron Norris, Australia
9	1933	Confirmed	Rob Pierce, Salisbury
10	1905	Confirmed	Davy James, Wales

DIDDY KONG RACING

(PAL)

Ancient Lake

1	0'37"16	Confirmed	Stuart Richards, Surrey
2	0'38"40	Confirmed	Beckie Haskins, Southsea
3	0'40"60	Confirmed	Stelios Giamarelos, Greece
4	0'40"85	Confirmed	Stuart Richards, Surrey
5	0'41"13	Confirmed	Orestis Giamarelos, Greece

Fossil Canyon

1	1'03"46	Confirmed	Stuart Richards, Surrey
2	1'06"53	Confirmed	Adam Charlton, Huntingdon
3	1'07"11	Confirmed	Stelios Giamarelos, Greece
4	1'08"33	Confirmed	Beckie Haskins, Southsea
5	1'08"54	Confirmed	Orestis Giamarelos, Greece

Hot Top Volcano

1	0'55"25	Confirmed	Stuart Richards, Surrey
2	1'00"81	Confirmed	Stelios Giamarelos, Greece
3	1'01"96	Confirmed	Beckie Haskins, Southsea
4	1'02"95	Confirmed	Orestis Giamarelos, Greece
5	1'15"93	Confirmed	Brett Slader, Australia

Jungle Falls

1	0'41"70	Confirmed	Stuart Richards, Surrey
2	0'43"53	Confirmed	Stelios Giamarelos, Greece
3	0'43"65	Confirmed	Adam Charlton, Huntingdon
4	0'44"74	Confirmed	Orestis Giamarelos, Greece
5	0'45"66	Confirmed	Arthur Van Dalen, Holland

Walrus Cove

1	1'32"73	Confirmed	Stuart Richards, Surrey
2	1'36"55	Confirmed	Adam Charlton, Huntingdon
3	1'37"10	Confirmed	Ciaran McDermot, Ireland
4	1'38"15	Confirmed	Beckie Haskins, Southsea
5	1'39"29	Confirmed	Stelios Giamarelos, Greece

Crescent Island

1	1'08"15	Confirmed	Stuart Richards, Surrey
2	1'09"01	Confirmed	Stelios Giamarelos, Greece
3	1'10"57	Confirmed	Orestis Giamarelos, Greece
4	1'14"26	Confirmed	Ciaran McDermot, Ireland
5	1'15"56	Confirmed	Arthur Van Dalen, Holland

Windmill Plains

1	1'26"40	Confirmed	Stuart Richards, Surrey
2	1'33"67	Confirmed	Stelios Giamarelos, Greece
3	1'35"45	Confirmed	Adam Charlton, Huntingdon
4	1'36"61	Confirmed	Orestis Giamarelos, Greece
5	1'42"15	Confirmed	Ciaran McDermot, Ireland

Darkmoon Caverns

1	1'48"51	Confirmed	Stuart Richards, Surrey
2	1'49"63	Confirmed	Beckie Haskins, Southsea
3	1'49"75	Confirmed	Adam Charlton, Huntingdon
4	1'50"70	Confirmed	Richard Dunn, Lincolnshire
5	1'52"21	Confirmed	Daniel Carlsson, Sweden

GO! GO!

SNOWBOARD KIDS

(PAL)

Stunt Game

1	9998	Confirmed	Stelios Giamarelos, Greece
2	9040	Confirmed	Ed Higgins, Essex
3	8940	Confirmed	Robert Hollinshead, Kent
4	7684	Confirmed	Matt Peck, East Sussex
5	7240	Confirmed	Olav Vassend, Norway
6	6944	Confirmed	T. Egerton-Jones, Liverpool
7	6572	Confirmed	Luke Porter, Belfast
8	6400	Confirmed	Rob Davies, Swansea
9	5520	Confirmed	Robert Gallagher, S'hampton
10	4852	Confirmed	Nader Kohbodi, N. Wales
11	4832	Confirmed	Tom Bridger, Surrey
12	4730	Confirmed	George Roberts, Middlesex
13	4682	Confirmed	Orestis Giamarelos, Greece
14	4680	Confirmed	P. Underwood, Middlesex
15	4568	Confirmed	Simon Shepherd, Sussex

Rookie Mountain — speed game

1	00'26"46	Confirmed	Al Pierce, Salisbury
2	00'27"06	Confirmed	Orestis Giamarelos, Greece
3	00'28"50	Confirmed	Evan Conway, Glasgow
4	00'30"53	Confirmed	Graeme Robb, Scotland
5	00'30"60	Confirmed	Kevin Seeney, Suffolk

Big Snowman — speed game

1	01'38"33	Confirmed	Al Pierce, Salisbury
2	01'48"06	Confirmed	Evan Conway, Glasgow
3	01'58"26	Confirmed	Kevin Seeney, Suffolk
4	01'58"30	Confirmed	Tom Riley, Kent
5	01'58"83	Confirmed	Jon Stone, Devon

Sunset Rock — speed game

1	01'36"50	Confirmed	Orestis Giamarelos, Greece
2	01'36"90	Confirmed	Stelios Giamarelos, Greece
3	01'53"70	Confirmed	Kris McCabe, Walsall
4	01'56"13	Confirmed	Jon Black, Bristol
5	01'56"66	Confirmed	Jon Stone, Devon

Night Highway

1	1'29"76	Confirmed	Al Pierce, Salisbury
2	1'30"36	Confirmed	Graeme Robb, Scotland
3	1'33"33	Confirmed	Jon Stone, Devon
4	1'34"40	Confirmed	Nick Burton, Co. Durham
5	1'35"66	Confirmed	Philip Longhurst, Suffolk

Grass Valley

1	1'43"36	Confirmed	Al Pierce, Salisbury
2	1'45"23	Confirmed	Jon Stone, Devon
3	1'47"13	Confirmed	Robert Gallagher, S'hampton
4	1'47"60	Confirmed	Graeme Robb, Scotland
5	1'48"60	Confirmed	Robert Nicholson, York

Dizzy Land

1	1'36"43	Confirmed	Al Pierce, Salisbury
2	1'37"06	Confirmed	Graeme Robb, Scotland
3	1'37"53	Confirmed	Robert Nicholson, York
4	1'38"30	Confirmed	Orestis Giamarelos, Greece
5	1'38"50	Confirmed	Stelios Giamarelos, Greece

Quicksand

1	1'36"56	Confirmed	Graeme Robb, Scotland
2	1'41"43	Confirmed	Billy Perry, London
3	1'44"33	Confirmed	Philip Longhurst, Suffolk
4	1'43"83	Confirmed	Robert Gallagher, S'hampton
5	1'46"03	Confirmed	Jon Black, Bristol

Silver Mountain

1	1'45"40	Confirmed	Kevin Seeney, Suffolk
2	1'46"40	Confirmed	Orestis Giamarelos, Greece
3	1'46"63	Confirmed	Jan-Erik Spangberg, Sweden
4	1'46"76	Confirmed	Stelios Giamarelos, Greece
5	1'46"90	Confirmed	Graeme Robb, Scotland

Ninja Land

1	00'23"86	Confirmed	Thomas George, Bath
2	00'23"96	Confirmed	Jon Stone, Devon
3	00'23"96	Confirmed	Kevin Seeney, Suffolk
4	00'24"30	Confirmed	Al Pierce, Salisbury
5	00'24"33	Confirmed	Philip Longhurst, Suffolk

TOP GEAR RALLY

(PAL) NO SECRET CARS

Coastline

1	3'18"30	Confirmed	Martin Conroy, Leeds
2	3'20"82	Confirmed	Paul Simcox, Peterborough
3	3'21"90	Confirmed	Simon Madsen, Denmark
4	3'24"18	Confirmed	David Money, Nuneaton
5	3'26"10	Confirmed	N. Cade-Westcombe, M. Keynes
6	3'30"78	Confirmed	James Walton, Richmond
7	3'38"70	Confirmed	Reuben Crew, Anglesey
8	3'38"94	Confirmed	Danny Rigby, Colwyn Bay
9	3'40"70	Confirmed	Jan-Erik Spangberg, Sweden
10	3'41"02	Confirmed	David Rigby, Colwyn Bay
11	3'41"58	Confirmed	Jimmi Aarela, Finland
12	3'48"54	Confirmed	Colin Shields, Co.Down
13	3'48"93	Confirmed	Philipp Sokolean, Switzerland
14	3'49"06	Confirmed	Christopher Dunn, Boston
15	3'50"10	Confirmed	Richard Dunn, Lincolnshire

Strip Mine

1	2'56"19	Confirmed	Simon Madsen, Denmark
2	2'56"43	Confirmed	Martin Conroy, Leeds
3	2'58"67	Confirmed	Colin Shields, Co. Down
4	2'59"43	Confirmed	Jan-Erik Spangberg, Sweden
5	3'02"02	Confirmed	Philipp Sokolean, Switzerland
6	3'02"03	Confirmed	John McSweeny, Dublin
7	3'03"51	Confirmed	Martyn Oremner, Scotland

YOSHI'S STORY

(PAL)

1-1

1	6156	Confirmed	Steven Taylor, Cheshire
2	6011	Confirmed	James Walton, Richmond
3	5964	Confirmed	Ruben Larsen, Norway
4	5928	Confirmed	John Heelham, Manchester
5	5904	Confirmed	Gabrielle Murphy, Dublin
6	5786	Confirmed	Richard Davies, Rotherham
7	5704	Confirmed	Amanda Ward, Manchester
8	5649	Confirmed	Kris McCabe, Walsall
9	5629	Confirmed	Marc Pilsbury, Bedford
10	5626	Confirmed	Andrew Todd, Bournemouth

1-2

1	6016	Confirmed	Bonny Qvistorff, Denmark
2	5704	Confirmed	Alison Lennox, Argyll
3	4989	Confirmed	Marc Pilsbury, Bedford

2-1

1	6107	Confirmed	Bonny Qvistorff, Denmark
2	5557	Confirmed	Kris McCabe, Walsall

3-2

1	5891	Confirmed	Bonny Qvistorff, Denmark

4-1

1	5831	Confirmed	Bonny Qvistorff, Denmark

5-3

1	5883	Confirmed	Bonny Qvistorff, Denmark

6-4

1	5732	Confirmed	Bonny Qvistorff, Denmark

Total Score

1	36149	Confirmed	Gabrielle Murphy, Dublin
2	35460	Confirmed	Bonny Qvistorff, Denmark

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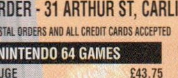
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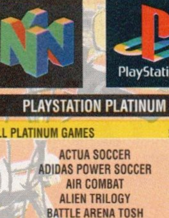
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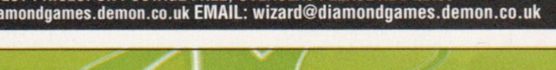
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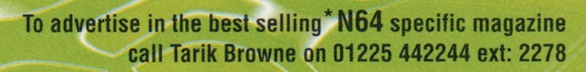
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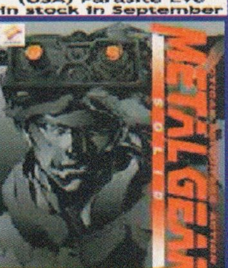
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Tifa Lockhart

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N64 STAR LETTER

"Doing it"

After noticing the number of female entries in your August issue, I must write to complain about my sister. More often than not, I can't get near my Nintendo because of her – it's an outrage! Is she addicted to the cuteness of *DKR* or does she fancy James Bond in *GoldenEye 007*? I think perhaps it's because she actually enjoys the games as much as I do (when I can get near my machine). We have to face up to the truth, guys; sisters are doing it for themselves, on OUR Nintendos.
Billy McDiarmid, Renfrewshire

It's true. The office copy of Yoshi's Story *is on permanent loan at Andrea's house (betraying a softer side to her nature that we're not used to in the office). The N64's games are so good, they appeal to everyone – not just people who've grown up living and breathing consoles – which is a good thing in our book. If you think it's bad now, wait until your parents catch on.* **Ed**

"On holiday"

I was on holiday recently in Switzerland and I saw your magazine for sale in a newsagents. Do you publish it in Europe as well as Britain?
Christopher Tonks, Nottingham

We do send copies of the English language edition all over the world, and have readers as far afield as Australia, Finland, Iceland, America, Norway, New Zealand and Canada (Hello to you all!).

However, thanks to our contacts in other countries, **N64** *Magazine also appears in several other languages. At the moment there are French, Greek, Spanish, German and Swedish editions, but we're growing all the time.* **Ed**

"Imagine"

I've noticed in *Banjo-Kazooie* that Mumbo the Shamen's body looks a lot like a Jinjo's. If you imagine Mumbo without his skull helmet he would probably look like a grown-up Jinjo.
Mark Windevar, Liverpool

Well, we're not entirely convinced, but here's the pink Jinjo and Mumbo for a head-to-head comparison. **Ed**

"Sorry, guys"

Tim's criticisms of N64 Play (issue 18, page 16) were completely unjustifiable. You as journalists should have more consideration when giving your views.

Firstly, just because Stephen likes/dislikes *Yoshi's Story* as much as *MK Mythologies*, it doesn't warrant 'one word of warning'. We are all entitled to our own opinions.

Secondly, if you thought that the Top Five Women's Breasts feature was irrelevant to the N64, what the hell has Paul's plant got to do with anything?

And finally, just because *you* aren't allowed to swear, it doesn't mean that a fanzine which expresses true freedom of speech isn't allowed to either.

I'm truly sorry, guys, but these are the reasons I'm upset. Watch out for an update in N64 Play very soon about this, as well as a review of all the magazines on the market.

The cards we intend to play will go to show you all that we here at N64 Play will play a SIGNIFICANT part in this industry – even more so than your illustrious publication.
Andrew Mills, Deputy Ed N64 Play

Were we too harsh on Andrew's fanzine? Or should we just stick to saying nice things, even if we don't necessarily think they're true. Send your thoughts to:



Correction corner

Caught by the fussy.

In issue 18, on page 54 of your *Banjo* review, you crossed out Rumble Pak, but when I was walking through town I picked up the *B-K* box and it said it was Rumble Pak compatible.
James Kipping, Worthing

Hands up. Banjo-Kazooie *is indeed Rumble Pak compatible and very nicely so, as well.* **Ed**

Crispin Field is the name of my road, it's not my name!
George Armstrong, Crispin Field

Ah, well, you can understand how the confusion arose. **Ed**

In issue 18 on page 30 in the '**N64** Most Played' column, you said that *Quest* was a sports title. It's not, it's a role playing game.
Adrian Ulsroed, Oslo

You're right. **Ed**

You can access the *Banjo* cheats as soon as you've emptied the water in the Treasure Trove Cove letter room.
Every N64 reader, The World

We know that now. At least we completed the game before we reviewed it. Sbiff. **Ed**

In issue 18, page 55 (the *F-Zero* review) you said that the attack was activated by holding Z and double tapping T!
Ashley Martin-Schrader, Gt. Yarmouth

A typing mistake. It should, of course, have said 'R'. **Ed**

*Significant Players, **N64** Magazine, 30 Monmouth Street, Bath BA1 2BW. Results in the issue after next.* **Ed**

"Pocket"

I was wondering whether it would be okay to send my scores for I'm the Best and Skill Club as Pocket Camera print outs? Also, will you be starting a league for *GT 64*?
Simon Tribbeck, Ablington

Yes, that's fine. We've had quite a few scores sent in using the Pocket Camera – it's a really easy way to prove your achievements. The only thing to watch is that your picture prints out clearly enough – if it's too fuzzy and we can't check, we'll have to disqualify it.

We will start a league for GT 64 if we get enough entries for it. If anyone out there fancies themselves as a touring car champ, get sending in those times. **Ed**

"Small boy"

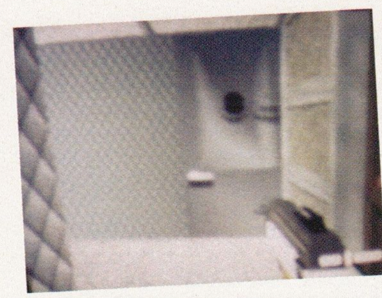
On browsing though issue 18 of **N64** Magazine, I was puzzled by a picture of a small boy on page 33. It seemed as if he was playing *Mario* on a PlayStation! What's going on?
Chris MacDonald, Edinburgh

Ah well. The young chap in question is Jack, Max's son. The PlayStation belongs to Max and the N64 Jack is playing Mario on is just out of shot.

Why's Max got a PlayStation? As a professional games writer, it's important for him to keep abreast of games right across the spectrum. And besides, he's got a door that needs propping open from time-to-time. **Ed**

"Locked inside"

On the train level in *GoldenEye*, I got past Ourumov and into the last room





(I had Turbo mode on and was armed with an RCP-90). The shutters came down behind me and I was locked inside with Xenia and Trevelyan. I quickly shot them both and went through a little door only to find an extra carriage. You can't go anywhere from here, but you can survive the blast. Take a look at my photographs if you don't believe me.
Keith Cathcart, Scotland

We sort of knew this was possible but these are the first photographs we've had as proof. Cheers. **Ed**

"Cheat"

After a couple of hours play on *Banjo-Kazooie*, and having emptied the Treasure Trove Cove letter room, I started to mess around entering alternative codes. After trying every letter available, I found no extra codes except that if you enter 'CHEAT' each letter is accompanied by a 'mooing'

GO! GO!

Fact box

More questions answered. This month, all you need to know about playing your American or Japanese N64 games.

Q. Why on earth would I want to play Japanese or American games?

A. Two reasons usually attract people to import gaming. Firstly, games often come out in America and Japan before they arrive in the UK. Secondly – and especially before Rare came on the scene – games designed for Japan and America's NTSC systems looked better and ran faster.

Q. Looked better, ran faster?

A. Because of differences between the NTSC and PAL TV systems, American and Japanese games, when converted to run on British TVs, often appeared with big screen boarders at the top and bottom, and running about 15% slower than they should. This is why UK *Mario Kart* looks the way it does and why we have to run two separate leagues in I'm the Best.

Thankfully, now nearly all games are properly PAL converted, eliminating these problems. Often the PAL version of a game is the best-looking available.

Q. Okay, so I want to beat the UK release dates.

A. There are two ways to play imported games on your N64. Firstly, you can buy an American or Japanese machine...

Q. Sounds complicated.

A. It's not too bad. You can buy one direct from any of the specialist importers in the **N64** Shopper section. However, in addition to your NTSC N64, you'll also need a step down transformer (240V to 110V) as foreign machines will blow up if plugged into the UK mains. Alternatively, you could use the UK power pack from your UK N64 in your new NTSC N64. This eliminates the need for the step-down.

Q. What about my TV?

A. To display an NTSC picture you'll need a 60Hz capable TV. Most modern Sony TVs have this capability and Grundig are another make to check out. Look in your TV's instructions to see if it's compatible (60Hz is the key phrase). If it's an older telly without an S-Video or AV inputs, the chances are it won't be.

Q. A new N64 and TV are a bit out of my price range. What's the alternative?

A. The only other method open to you is to buy a convertor cartridge. These are carts designed by third-party manufacturers which use the security information on a UK cart (plugged into the back of the convertor) to by-pass the lock-out security in your new import cart (plugged in at the top). See our feature in issue 16 for more details.

Q. Ah! An ideal solution...

A. Ah, well it is and it isn't. Firstly, Nintendo keep changing their security, meaning that you never really know whether your new import cart is going to work with your convertor. Secondly, the picture signal sent out by the convertor never seems to be quite 'true', leading to all sorts of problems with some TVs. The only way to be sure is to test the system thoroughly before you buy.

DREAM ON

Tell us what you want, what you really, really... (BANG! Thud. Groan)

Four-Player Fighting

Over many of your issues, you've complained about how crap the fighting games for the N64 are (please excuse me If I'm bringing back painful memories of *MK Mythologies* or *Clayfighter*). Anyway, the answer to getting top fighters for the N64 is staring Nintendo right in the face! Yes, four-player simultaneous fighting is the way to go

Why don't we then have a Royal Rumble mode in games like Killer Instinct, or new 3D beat-'em-ups. There was even a three-player simultaneous mode on *Bruce Lee Fighting* back on the SNES.
Ashleigh Steel, Rugby

Four player fighting would be technically quite hard to pull off in games where the characters moved quickly and had spectacular special moves. However, we're grateful for any ideas that made a cool N64 beat-'em-up more likely. **Ed**

Predator 64

The aim of the game would be for you to explore a huge jungle, avoid traps and eliminate the enemy while completing various mission objectives. You would also be avoiding or trying to hunt down the Predator at the same time in a number of settings from the film. Once you finish the game, you'd be able to play as the Predator itself, with all its weapons and abilities.
Alex Doe, London

You're quite right, what we want nowadays are clever games that are still full of action. If the mission objectives in GoldenEye *weren't so well thought-out, and the game was just shooting, it wouldn't be half as good.* **Ed**

Getaway 64

Set in the 1970s, Getaway 64 puts you in charge of driving a selection of cars from that decade: souped-up Cadillacs, bouncy Chevrolets, funky 'A-Team' vans and many more.

The idea of the game is to evade capture from a growing convoy of cop cars that are chasing you around the cities of San Francisco, LA and New York. The chase would have you bashing into vegetable stalls and cardboard boxes, crashing through roadworks and jumping bridges. The more spectacular your move, the more points you would earn.
Jason Cuddy, Edinburgh

We've seen enough of those films, now we could take part in one. Excellent idea. **Ed**

BONUS LETTERS

When I finally get a copy of *Legend of Zelda*, I'm going to call my horse Red Bum after the very famous racehorse with the red bum.
L. Jamieson, Arbroath

You do that. **Ed**

Do you reckon if I made this letter funny, there'd be more chance of getting it printed?
Daniel Neal, Deal

Almost certainly. **Ed**

More girls on the staff, please.
Helen Chadwick, Burscough

We'd like some more as well, but none ever apply. Andrea is the exception. **Ed**

Do not laugh at my name.
(R McGeddon – Armageddon.)
Robert McGeddon, no address

If you hadn't have pointed it out... **Ed**

Maybe James will let you all out in the sun next year.
Barrie Russell, Norwich

There's no time for lounging around by the pool on **N64** *Magazine. Oh no.* **Ed**

Can I have your copy of *Iggy's Reckin' Balls* if you don't want it?
Adam Homes, Birmingham

No, we need it to gather dust. Very dusty here, you see. **Ed**

If you collect all 45 of the Fortune Dolls in *Mystical Ninja*, you win the 'Consecutive Large Boss Mode' at the options screen. Did you know this?
Taro Takeuchi, London

Jes, Tim did you know this? "Er, yes sort of." Great. **Ed**

Let's face it, your 'Invention Corner' is nothing more than a cheeky attempt to rob bright young things of their potentially money-spinning ideas.
David Pain, Dover

Oh the money we've made out of it. Must be, ooh, literally nothing. **Ed**

sound. I tried every other letter after spelling out CHEAT, but I didn't hear anymore moos. I also tried getting a response from the bulls in the game but to no avail.

Perhaps some of this could be to do with the game's exciting (and extremely annoying) cliffhanger ending (where *Banjo-Tooie* is mentioned and the secret areas in the game are shown)? I just thought I'd write in to see if any other readers had any ideas.
Scott Cockroft, Halifax

The question is, just how is Banjo-Tooie *(whenever it's released) going to allow you to open up the secret areas in* Banjo-Kazooie*. One plausible suggestion is that B-T might allow you to save a code onto a memory pak, which you could then load into B-K. However, B-K uses on-cart saves and doesn't appear to recognise memory paks at all.*

If the system used isn't that smart and the key to opening up the secret areas is simply a code supplied by Banjo-Tooie*, then, surely, someone out there is going to find it before the next game is released?*

The only other possibilities are that Banjo-Tooie *will come on a dual plug cart (one that fits into the N64 and can take B-K plugged in on top), or that it'll come on a 64DD disk. We know Rare have got the DD development kits up at Twycross...*

The C.H.E.A.T code is a method of inputting five or so extra cheats. We'll print them all in our next issue.

"Strange thing"

While I was playing on *Banjo-Kazooie's* Freezeezy Peak a strange thing happened. I had just gone to Mumbo to transform myself back into a lovable honey bear/bird combo, when the fumbling Shamen turned me into a washing machine by mistake – just as you reported in issue 18. Don't worry – if you're going mad, you're not doing it alone!
Mark Branscombe, Chesterfield

It seems Mumbo can make this mistake just about anywhere in the game. It's just another great little extra from those brilliant people at Rare.

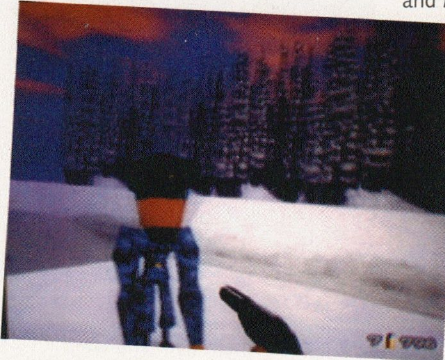
Thanks to all the thousands of other people who also wrote in to reassure me of my continued sanity. Much appreciated. **Ed**



"As a king"

Here's my entry to your Hideous Freaks section. This photo was taken on *GoldenEye's* Surface 1 level with Slow Animation, Magnum, Gold PP7 and Laser cheats on. Hopefully, I will be hailed as a king.
Michael Buchanan, Wimbledon

Congrats, King Michael. One GoldenEye *freak will be rewarded each month from now on. The most freakish, obviously.* **Ed**



"Any titles?"

Please could you tell me what's happened to 3DO's involvement with our great machine? Are the company planning any titles for release in the future? *Battlesport*, maybe?
M J Williams

3DO do have a game in the works called Battle Tanx*. Set in the future, it's a trundle around city streets in a tank, blasting the bits off anything that gets in the way. A four-player mode will be included, and we'll have some pictures for you in the next issue – if everything goes according to plan, that is.* **Ed**

"Game names"

While reading issue 18, I spotted two unusual game names: *Flying Dragon* and *Puma Street Soccer*. Have you got any information on these games? Secondly, when is *WCW vs NWO: Revenge* coming out in the UK?
William McKay, Loanhead

Flying Dragon *is the Western name for* Art of Fighting Twin *which we reviewed way back in issue 12 where we awarded it 78%.* Puma Street Soccer *was announced by Infogrames/Ocean back in issue 14 (although there haven't been any shots released yet). It's a five-a-side football game from Sunsoft and it's supposed to be endorsed by Diego Maradona. Which is nice.*

WCW vs NWO: Revenge *is due for a late November/early December release in the UK.* *Turn to page 14 for all the latest info.* **Ed**

CONJECTURE CORNER

What's in store for the N64?

Rare's new games

I think Rare's new titles will be something to do with Timber the Tiger and maybe a new beat-'em-up based on the old NES *Battletoads* games.

When it comes to RPGs, I think that Rare have got what it takes to make a game that really delivers. However, rather than do it in a *Legend of Zelda* style, I think it'll look more like *Ogre Battle 3*.
James Griffiths, Worcester

Timber the Tiger! Arrhhhhgh, no surely not. The beat-'em-up theory has been knocking about for a while now, but when we put it to Rare they denied it more forcefully than normal. Still, stranger things have happened. **Ed**

More on Rare's new games

Well, *Banjo-Tooie* will be the follow up to *Banjo-Kazooie* and I have some ideas for what might happen in it:
1. In certain bits, the characters will be able to drive vehicles, a bit like *Diddy Kong Racing*.
2. At some point in the game, Banjo or Kazooie will get kidnapped and it'll be up to the other one to rescue him/her.
3. How about they get horribly mutated together at some point by a nasty mad scientist. Or something.
Gordon Craig, Edinburgh

Like the driving and kidnapping ideas. Not sure about the mutation, though. **Ed.**

Even more on Rare's new games

I think that one of Rare's secret games is the Diddy Kong Story. It would be a kind of action adventure game and in it Wizpig would have captured all of Diddy's friends and it would be up to Diddy to rescue them.

You would play as Diddy and you'd meet lots of people along the way who could offer you clues. There would be all the classic enemies from *Donkey Kong Country* and there would be an enormous fight at the end to defeat Wizpig.
Axel Fougner, Norway

Just as long as Timber the Tiger doesn't play a key role, eh? **Ed**

What do you think the future holds for the N64? What sort of things would you like to see? Send your ideas to: Conjecture Corner, N64 Magazine, 30 Monmouth Street, Bath BA1 2BW. N64 badges for all those we print.

So tell me this will be back next month.

The N64 Magazine BOARD

A whole host of colourful Nintendo characters sent in by Richard Sweeney from Bridgend.

Gundam W pilots – see the Super Robot Spirits review on page 83 to find out what they're all about. Well done to Valentjin Krätke.

Zelda delivering a pizza to Shigsy, with Jes poking his arm towards them (holding a Barbie doll). Craig Kearney from Glasgow, you make us very scared.

Jonathan Roberts sent us this artistic medley. We love it.

Bowser came with greetings from Holland. Thanks to Tieerd Van Deemter.

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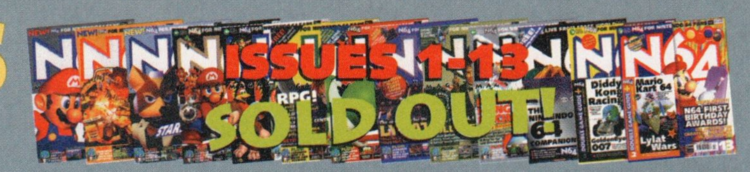
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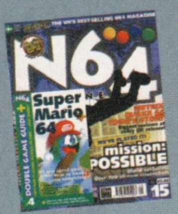


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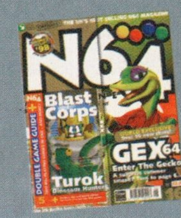
ISSUE 14
The Goemon Edition

N64 Magazine had the exclusive on the N64's first English RPG and we went all wintry with reviews of *Snowboard Kids* and *1080°*. We also had a cracking *Fighters Destiny* guide and plenty of tips on hammering level 5 in *ISS64*. ● The Double Game Guide + showed you how to conquer *FIFA '98* and *Wave Race 64*.



ISSUE 15
The Mission Edition

We were the first magazine in the world to play it and in this issue we tell you exactly what we found. Plus huge reviews of *Quake 64*, *Yoshi's Story* and *Wetrix* and over 20 pages of tips on *Snowboard Kids*, *Mystical Ninja*, *GoldenEye* and other top games. ● Issue 15's Double Game Guide + held all the secrets to *Super Mario 64*.



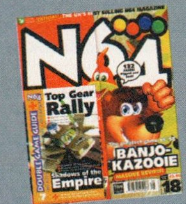
ISSUE 16
The Gex Edition

We take a look at *Gex: Enter the Gecko* and all the other adventure games due to make an appearance on the N64. There're reviews of *World Cup '98*, *Forsaken* and *Rampage* plus tips for *Yoshi's Story*, *Mystical Ninja* and *Quake*. ● Issue 16's Double Game Guide + tipped *Blast Corps* and *Turok: Dinosaur Hunter*.



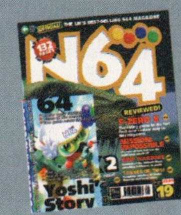
ISSUE 17
The E3 Edition

Tim trawled through the huge E3 games show in Atlanta and came home with a suitcase stuffed full of hot information. We managed to cram it all into this biggest ever issue and even left some room for guides on *Forsaken*, *WCW*, *World Cup '98* and *Quake*. ● The Double Game Guide + tipped *Fighters Destiny* and *Snowboard Kids*.



ISSUE 18
The Banjo Edition

A huge game deserves a huge review so we devoted 14 pages to the superb *Banjo-Kazooie*. There's also a review of *NBA Courtside*, a special look at everything we know about *Zelda*, a whole feature on DMA and tips on watery puzzler, *Wetrix*. ● The Double Game Guide + tipped *Top Gear Rally* and *Shadows of the Empire*.



ISSUE 19
The Turok 2 Edition

Acclaim's new dinosaur basher looks absolutely fantastic and certainly warrants a huge Special Investigation. We reviewed *Mission Impossible* and the Japanese version of futuristic racer *F-Zero X* in this packed issue and there was also a huge level-by-level guide to Banjo-Kazooie. ● Issue 19's Double Game Guide + tipped *Yoshi's Story* and *Pilotwings*.

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N64 MAGAZINE DIRECTORY

The complete guide to every game we've ever reviewed in N64 Magazine.

How it works

The game's name
Its publisher
A summary of our review
The best tip or cheat, and any issues that we've done guides
How much it costs
The issue we reviewed it in
Score
The reviewer's initials (see next door)

MONKEY BOY 64

Disorganised Soft | *£Who knows?* | N64 21 ● 25% ● GS

Hey, you're the guy! You're the geezer! You've got an eighties beard and you live on the edge! Phew. What's that terrible smell?

Extra points are earned when you can't remember who you've just spoken to. So, phone up the same people twice in the same day and say exactly the same thing you said earlier. Top!

N64 reviewers

JA =	James Ashton	JB =	Jes Bickham
JD =	Jonathan Davies	TT =	Tim Tucker
MH =	Marcus Hawkins	ME =	Max Everingham
TW =	Tim Weaver	DM =	Dean Mortlock
WO =	Wil Overton	JP =	James Price
ZN =	Zy Nicholson	SJ =	Steve Jarrat
JS =	Jon Smith	MK =	Martin Kitts
JN =	Jonathan Nash		



Aero Fighters Assault

Konami | *£55* | N64 16 ● 58% ● MK



Good in spells, but flawed and disappointing at length, *AFA* feels realistic enough but is too dull, too often.

To access the secret planes, go to the Title Screen and press Left-C, Bottom-C, Right-C, Top-C, Left-C, Right-C and Down-C.

Aero Gauge

ASCII | *£55* | N64 17 ● 10% ● MK



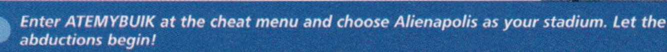
A real stinker of a *Wipeout* clone with game-affecting pop-up, cheating computer opponents, and terrible controls.

If you shelled out good money for Aero Gauge, 01273 821104 is the number to phone to complain.

All Star Baseball

Acclaim | *£40* | N64 19 ● 84% ● TW

A meticulously realistic baseball sim, with excellent hi-res graphics and ultra-detailed gameplay. The Americans adore it.

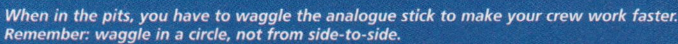


Enter ATEMYBUIK at the cheat menu and choose Alienapolis as your stadium. Let the abductions begin!

Automobili Lamborghini

Titus | *£50* | N64 10 ● 67% ● TW

It's not that it's actually bad, just only really competent. It'll pass a few hours but don't expect anything as lasting as *Top Gear Rally*.

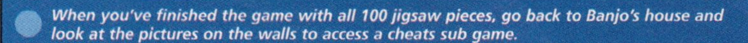


When in the pits, you have to waggle the analogue stick to make your crew work faster. Remember: waggle in a circle, not from side-to-side.

Banjo-Kazooie

Nintendo/Rare | *£50* | N64 18 ● 92% ● JA

Rare's mastery of the N64's hardware is once again demonstrated in this vast, stunningly beautiful, and supremely playable *Mario*-alike.



When you've finished the game with all 100 jigsaw pieces, go back to Banjo's house and look at the pictures on the walls to access a cheats sub game.

Blast Corps

Nintendo/Rare | *£50* | N64 5 ● 88% ● JS

Undoubtedly one of the most idiosyncratically original games on the N64, and one you're almost certain to enjoy.

Full Blast Corps guide in N64/8. ● Double Game Guide + on the cover of issue 16.

Bomberman 64

Hudson/Nintendo | *£50* | N64 8 ● 50% ● ZN

Oh dear. A big disappointment. The one-player mode was always a bit tedious but the multiplayer game has been completely ruined.

Have a gander at Zy's review in N64/8 for the low down on how to play Bomberman and the bits to look out for. (If there are any.)

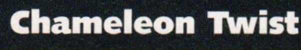
Bust-a-Move 2

Acclaim | *£40* | N64 17 ● 80% ● JA

Don't be put off by its dodgy graphics. One of the best puzzle games in the world, and certainly the finest so far on the N64.

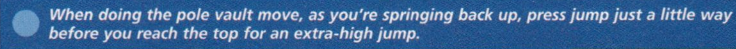
Cancel all engagements for the next month or so, prepare yourself a selection of snacks and barricade yourself in. This'll eat up your time like no other game.

Chameleon Twist



Ocean | *£60* | N64 10 ● 70% ● JD

There're thrills and spills but it won't take you long to finish. The multiplayer game beats *Bomberman* – but that's not that hard.



When doing the pole vault move, as you're springing back up, press jump just a little way before you reach the top for an extra-high jump.

Clayfighter 63⅓

Interplay | *£50* | N64 9 ● 24% ● JB

Possibly the worst game on the N64. Except, perhaps, for a game where you have red hot needles shoved into your eyes.

When, at the beginning of a fight, the highly amusing commentator shouts, "Let's get ready to crumble!", switch off your machine.

Cruis'n USA


Nintendo | £35 too much | N64 13 ● 24% ● TW

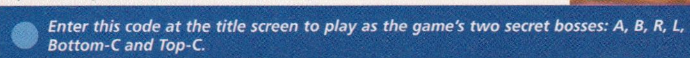
Pop-up cardboard scenery and music to make your ears bleed. Less about driving, more a rule book on how to cock-up console games.

Hold the Top, Left and Bottom-C to access some 'weird' secret vehicles at the car selection screen. The game's still crud, mind.

Dark Rift

Vic Tokai | £60 | N64 9 ● 69% ● JD

Uninspiring special moves and similar characters. Nicely animated, potentially solid but, ultimately, really rather dull.

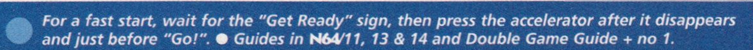


Enter this code at the title screen to play as the game's two secret bosses: A, B, R, L, Bottom-C and Top-C.

Diddy Kong Racing

Nintendo/Rare | £50 | N64 10 ● 90% ● JA

This game is huge – 40 tracks, a massive Adventure mode and three different vehicles to choose from. Not quite as good as *MK* though.



*For a fast start, wait for the "Get Ready" sign, then press the accelerator after it disappears and just before "Go!". ● Guides in **N64**/11, 13 & 14 and Double Game Guide + no 1.*

Doom 64

GT | £60 | N64 7 ● 77% ● JA

Solid and workmanlike but, up against Acclaim's dinosaur-basher and Rare's breathtaking Bond licence, it looks dreadfully old hat.

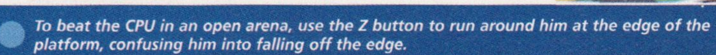


*At the password screen enter 7TJL BDFW BFGV JVVB for a complete cheat menu. ● Other tips in the review, **N64**/3&7.*

Dual Heroes

Bitwave/Hudson | £55 | N64 17 ● 50% ● MK

Stashed full of innovative features, like the ability to train the computer to fight in your style. Sadly it's ruined by some terrible AI.

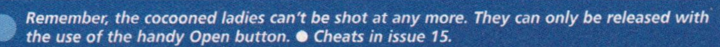


To beat the CPU in an open arena, use the Z button to run around him at the edge of the platform, confusing him into falling off the edge.

Duke Nukem 64

GT | £55 | N64 10 ● 85% ● TW

A commendably violent and vastly enjoyable conversion. Gorgeous new explosions and a brilliant multiplayer game.



Remember, the cocooned ladies can't be shot at any more. They can only be released with the use of the handy Open button. ● Cheats in issue 15.

Extreme G

Acclaim | £60 | N64 9 ● 87% ● TW

Never likely to displace *Wipeout 2097* as the ultimate future racer but still hugely impressive. Face-melting speed and beautiful tracks.

*Try typing "fisheye" in at the player name screen. This produces a weird sensation of being inside a goldfish bowl as you race. Kooky. ● Check out the guide in **N64**/12.*

F1 Pole Position

Ubi Soft | £60 | N64 7 ● 71% ● JD

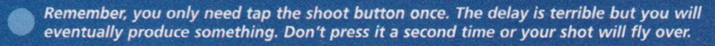
Ubi Soft could have done a lot more with this. Obvious flaws include horrendous pop-up and stop-dead banks.

If your bloke in the pits shouts at you to come in, don't bother. You can make the whole course without a tyre change.

FIFA 64

Electronic Arts | £60 | N64 2 ● 39% ● TW

How in the wide, wide world of sport did this get through Nintendo's quality control department? We can only wonder.



Remember, you only need tap the shoot button once. The delay is terrible but you will eventually produce something. Don't press it a second time or your shot will fly over.

FIFA '98 The Road To The World Cup

Electronic Arts | £60 | N64 10 ● 83% ● TW

Banishing the memory of *FIFA 64*, there's plenty of promise here and a seemingly rosy future for the World Cup '98 version.

*Try using the Lob (Top-C) to seek out players in front of you. It's safer than the ground-level pass, as it avoids the man marker. ● Guide in **N64**/13 and Double Game Guide + no. 1*

Fighters Destiny

Ocean | £55 | N64 13 ● 86% ● JB

Gorgeous animation, likeable characters and an ingenious Master Challenge. In a very real sense, *our Tekken*.

*Enter the Master Challenge with any character, beat everyone, and you will be able to select the Master as a playable character. ● Check out the guide in **N64**/14.*

Forsaken

Acclaim | £60 | N64 16 ● 87% ● MK

A fabulous *Descent*-style shoot-'em-up with unbelievable lighting and visuals. Lacks personality in multiplayer but worth investigation.

To open up an alternative route, try tearing through the first level in under two minutes 30 seconds.

GoldenEye 007

Nintendo/Rare | £50 | N64 9 ● 94% ● TW

Brilliant levels, detailed scenery, breathtaking weaponry and a perfectly judged difficulty curve. It doesn't get much better than this.

*● Check out I, Spy, the free MI6 giveaway in **N64**/9 and tips in **N64**/12 & 14. There's also the Double Game Guide + no. 1 (free with issue 12) if you get really stuck.*

GT 64

Ocean | £55 | N64 7 ● 67% ● TW

Handles reasonably well, but it's slow, ugly and there's far too much pop-up. Not what we were hoping for. Nice initials, mind you.

Winning the championship in 24 laps-per-race mode will allow you to play the secret track.

Hexen

Midway | £60 | N64 5 ● 69% ● JD

Sadly, exactly the same as its elderly PC mum. Still fun in a retro kind of way but, in the light of *GoldenEye*, hard to recommend.

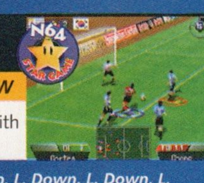
To activate the cheat menu, pause the game and press Top-C, Bottom-C, Left-C, Right-C very quickly. ● In the Cheat menu, press Left-C, Right-C and Bottom-C for invincibility.

Iggy's Reckin' Balls

Acclaim | £40 | N64 19 ● 56% ● MK

This puzzle offering from Iguana looks nice but plays blandly. Push left or right and watch the CPU opponents win every time. Dull.

At the start screen, open the cheat screen by pressing R and Z. Now, type THEUNIVERSE for all worlds and HAPPYHEADS for all characters.

Int. Superstar Soccer 64


Konami | £60 | N64 3 ● 92% ● TW

An almost flawless game which could only have been bettered with the addition of real teams. Kills all known *FIFA*s dead.

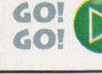
*For the super teams: At the title screen hold Z and press Up, L, Up, L, Down, L, Down, L, Left, R, Right, R, Left, R, Right, R, B, A. Release Z and press Start. ● Guides in **N64**/4 & 14.*

Killer Instinct Gold

Nintendo/Rare | £55 | N64 3 ● 62% ● MH

Great in its time but a bit out-dated now. For most people, enthusiasm for this type of beat-'em-up is at a low ebb.

*To access the extra options during the character bio screens in the intro press Z, B, A, L, A, Z in sequence. ● Tips in **N64**/1 and in the review in **N64**/3.*



Kobe Bryant in NBA Courtside



Nintendo | *£40* | *N64 18 ● 90% ● MK*

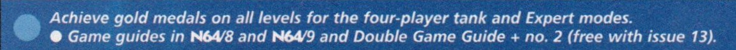
Fluid gameplay, sharp graphics, and a very simple control system make *NBA Courtside* the best ever basketball game.

Hold L whilst selecting a pre-season game to activate the three, secret super teams.

Lylat Wars

Nintendo | *£60* | *N64 8 ● 91% ● JN*

Perhaps not as perfect as it could've been (it really needed a level select, for instance) but another tour-de-force for Shigs.



Achieve gold medals on all levels for the four-player tank and Expert modes. ● Game guides in N64/8 and N64/9 and Double Game Guide + no. 2 (free with issue 13).

Mace: The Dark Age

GT | *£60* | *N64 9 ● 81% ● JB*

We weren't expecting much but this is a highly competent fighter that'll gladly tide you over till Capcom arrive on the scene.

Hold one of the C-buttons when choosing your character and you can change their dreary rags into king-like robes.

Madden 64

Electronic Arts | *£55* | *N64 10 ● 92% ● TT*

The *Madden* series' first outing on the N64 is as fantastic as ever. In fact, probably the best version of the game so far.

When you're on the fourth and you're, um, down. (Shuffle) Right. When on the fourth and down, make sure you, erm... (Shuffle) We'll get back to you on this.

Mario Kart 64

Nintendo | *£50* | *N64 4 ● 91% ● JD*

The multiplayer modes are outstanding and you'll still find yourself racing the one-player tracks long after you've beaten the game.

At the start of the race, time your acceleration burst just before the light turns green to get a rocket start. ● Complete guide in N64/4 and Double Game Guide + no. 2 (with issue 13).

Mischief Makers

Nintendo/Treasure | *£50* | *N64 8 ● 90% ● JB*

It's retro but it's totally rewarding and expertly constructed. Along with *Yoshi's Story*, a perfect example of how to do 2D on the N64.

Check out our extensive guide to making mischief mischievously in N64/12. You won't regret it. Nosiree.

Mission: Impossible

Infogrames | *£55* | *N64 19 ● 75% ● TW*

After years of waiting, horrendous AI, a clunky engine and jerky controls lets *Mission* down badly. Promising, but poorly executed.

Remember to continuously access your objectives as, throughout a single mission, they can change, and be added to, without prior warning. Nasty, that.

MK Mythologies

GT | *£Too much* | *N64 11 ● 9% ● JD*

Disturbingly bad, this could only be less enjoyable if it squirted sulphuric acid into your face. Hate it till you can hate no more.

Creep along in that sideways spider fashion and then SUDDENLY GET CRUSHED BY A PILLAR. Then place your fist into the TV screen.

Mortal Kombat Trilogy



GT | *£60* | *N64 1 ● 34% ● TW*

This is really poor. A wealth of options, cheats, extras and finishing moves can't save it. Avoid with clinical determination.

For unlimited credits, press Down, Down, Up, Up, Right, Right, Left and Left on the Story screen. When you lose, you'll have infinite credits. ● Cheats in N64/1 and N64/4.

Multi Racing Championship

Ocean/Imagineer | *£55* | *N64 8 ● 71% ● JD*

The conversion job has done it no favours. 'Gritty' graphics and, in comparison with *Top Gear Rally*, it's also far too easy.

Win Gold on all three tracks to open up the Challenge mode. Beat that to win the two hidden cars. ● Game tips in the review N64/5.

Mystical Ninja starring Goemon

Konami | *£60* | *N64 14 ● 90% ● TW*

There's plenty to sink your teeth into here. A sprawling, enjoyable adventure that works its socks off to square up to *Mario*.

Check out the review in N64/14 and a complete walkthrough of the game in N64/15 and 16.

Nagano Winter Olympics

Konami | *£65* | *N64 12 ● 32% ● JD*

Luge, bobsleigh, halfpipe, *curling*, they're all here and they're all supremely boring. Still, if you're having trouble sleeping...

To succeed at Luge, press the Left and Right shoulder buttons occasionally until you reach the end. Quite literally, crap.

NBA Hangtime

GT | *£65* | *N64 6 ● 52% ● JS*

The problem here is that two-on-two basketball gets very boring, very quickly. Even with a cheats list, your attention will soon wander.

Create duplicates of star players by entering 0000 as your pin. Now type in your name as the name of the player. ● See N64/3 for a complete list of names.

NBA Pro '98

Konami | *£55* | *N64 14 ● 71% ● JP*

An enjoyable multiplayer game and lots of options. Good, but hardly brilliant. The question is do you *really* like basketball?

The option to disable various game rules is a welcome bonus but remember that this isn't a cheat because you give your opponent the same advantage.

NFL QuarterBack Club '98

Acclaim | *£50* | *N64 10 ● 86% ● TT*

It's got the crucial NFL licence but doesn't quite manage to displace *Madden*. More for the purists, work at it and you'll reap the rewards.

When you're on the fourth and down, try getting your, erm, you're... (Ahem. Shuffle) Now, then. On the fourth and down make sure your Receiver... Oh, whatever.

NHL Breakaway

Acclaim | *£60* | *N64 14 ● 62% ● DM*

Little excitement and a dearth of originality. There's nothing here that hasn't been done better in *Wayne Gretzky*.

Set the level of the referee to 'lenient' to start with and you'll find the game a lot quicker and easier.

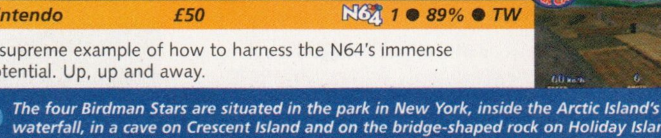
Olympic Hockey Nagano '98

GT | *£50* | *N64 15 ● 60% ● MK*

Cheap, cynical cash-in on an event that generates only total indifference in the UK. The proper Gretzky games are much better.

Check out N64/5 for loads of tips for the original Wayne Gretzky's 3D Hockey which also apply to this unsubtle con trick.

Pilotwings 64



Nintendo | *£50* | *N64 1 ● 89% ● TW*

A supreme example of how to harness the N64's immense potential. Up, up and away.

The four Birdman Stars are situated in the park in New York, inside the Arctic Island's waterfall, in a cave on Crescent Island and on the bridge-shaped rock on Holiday Island.

Quake 64



GT | £60 | N64 15 ● 79% ● JP

Tidy new light sourcing, polygonal monsters, a lame two-player deathmatch and lots of blood. Good, but by no means brilliant.

Select 'Load Game' and do not use a memory pak. Instead, fill the password entry box with little 'Q' symbols, activating the excellent Debug mode.

Rampage World Tour



GT | £40 | N64 16 ● 54% ● MK

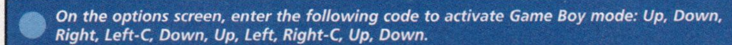
This conversion of the age-old arcade classic is fun and brings back fond memories. But, ultimately, it's an expensive and limited outing.

To achieve the highest total of points, jump up on top of the buildings and knock them down to the ground.

Robotron 64

GT | £50 | N64 12 ● 75% ● JN

An entertaining update of the classic arcade shoot-'em-up, but it's more than a little repetitive if you're not a committed retro fan.

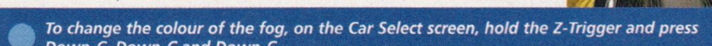


On the options screen, enter the following code to activate Game Boy mode: Up, Down, Right, Left-C, Down, Up, Left, Right-C, Up, Down.

San Francisco Rush

GT | £60 | N64 11 ● 82% ● TW

Gravity-defying leaps, rattling top speeds, mid-air multi-car pile-ups, tonnes of explosions and loads of secret bits. Great fun.

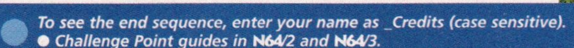


To change the colour of the fog, on the Car Select screen, hold the Z-Trigger and press Down-C, Down-C and Down-C.

Shadows of the Empire

Nintendo/LucasArts | £55 | N64 1 ● 78% ● JA

Fab snowspeeder and space battles are ultimately let down by some lacklustre *Doom*-style bits. It still has a great Star Wars feel though.



To see the end sequence, enter your name as _Credits (case sensitive). ● Challenge Point guides in N64/2 and N64/3.

Snowboard Kids

Nintendo/Atlus | £40 | N64 14 ● 86% ● JA

Mario Kart on ice. Technically a little ragged but still enormously good fun – just take a look at the multiplayer mode.

Master that jump start by holding forward and pressing jump just as the Santa look-a-like points his pistol in the air. ● There's a complete guide and a list of special moves in N64/15.

Super Mario 64

Nintendo | £50 | N64 1 ● 96% ● ZN

Everything that's made previous *Mario* titles great, fleshed out into 3D. Without doubt, this has to be the world's greatest videogame.

Loads of tips in our review in N64/1. ● '20 most-asked questions', N64/1, N64/2. Guides in N64/2, N64/3, N64/4, N64/5. ● Double Game Guide + no. 4 (free with issue 15).

Tetrisphere

Nintendo | £40 | N64 13 ● 69% ● SJ

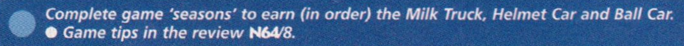
Confusing (surely what it definitely shouldn't be), complicated and, although it looks lovely, eventually it just ends up being frustrating.

Type in the word VORTEX on the password screen then press and hold the Reset button. Keep it pressed and a strange animated sequence will start up.

Top Gear Rally

Nintendo/Boss | £55 | N64 8 ● 86% ● JD

Some of the fastest, most realistic driving ever to grace a computer game. Well designed tracks help ensure a healthy lifespan.



Complete game 'seasons' to earn (in order) the Milk Truck, Helmet Car and Ball Car. ● Game tips in the review N64/8.

Turok: Dinosaur Hunter

Acclaim | £40 | N64 1 ● 91% ● TW

Screen-filling dinosaurs, ludicrously bloody violence and some breathtaking weapons. A phenomenally good game.

At the edge of a platform the screen will dip. Jump here to gain maximum distance. ● Cheat listing Tips Extra N64/2. ● Key-finding guide in N64/2. ● Game Guide + issue 16.

War Gods

GT | £50 | N64 4 ● 46% ● JA

Vile characters, half-hearted moves and ludicrous end results. So, all in all, a complete and utter waste of time.

When you play as Tak, just throw boulders (Down, Forward, Left Punch) at your opponents to win.

Wave Race 64

Nintendo | £55 | N64 2 ● 90% ● ZN

Thoroughly realistic water effects and a scintillating two-player speedway make this easily as enjoyable as *Mario Kart 64*.

To achieve the Helicopter stunt (and 1700 points) – when you're on the ramp, turn sharply in a Left/Up direction and then hold Down. ● Double Game Guide + no. 3 (issue 14).

Wayne Gretzky's 3D Hockey

GT | £65 | N64 6 ● 75% ● TW

For sheer whizz-bang, puck-zipping magic, *Gretzky* is hard to beat, the one thing that lets it down is the fact that it's only ice hockey.

Loads of tips in Tips Extra N64/5. ● For super teams, go to Set-up and then Options, hold L and press the C button sequence: Right, Left, Left, Right, Left, Left, Right, Left and Left.

Wayne Gretzky's 3D Hockey '98

GT | £60 | N64 16 ● 70% ● MK

A good ice hockey game but, when all's done and dusted, is it really different enough to *Gretzky* mark one to warrant buying? No.

To access a cunning sub-game, where the ice hockey players scrap each other, keep fouling the same opponent.

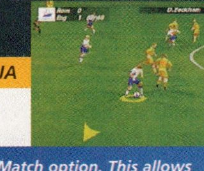
WCW vs NWO: World Tour

T•HQ | £55 | N64 12 ● 70% ● TW

A perfectly acceptable, technically solid beat-'em-up with 37 grapplers with colourful pants. Not quite *Tekken* though.

Each character has two special moves, one for legs and one for heads, and these you can get to by holding A and wiggling the analogue stick.

Wetrix



Ocean | £40 | N64 15 ● 74% ● JP

Reasonably priced take on the age-old *Tetris* theme, with water and mountains. It's better than *Tetrisphere* but, ultimately, lacks variety.

To prepare for bombs falling, build a raised area in the right corner of the screen. When a bomb appears, drop it in this safe zone, returning to make repairs later.

World Cup '98

EA | £60 | N64 16 ● 73% ● JA

FIFA as *FIFA*'s always been. Competent, licence-led but sluggish, frustrating and now with semi-automatic tackling. Hmm.

Win the World Cup – on any difficulty – for access to the Classic Match option. This allows you to replay past finals.

WWF Warzone

Acclaim | £50 | N64 19 ● 85% ● MK

A fantastic fat-fest with high-res visuals, plenty of fighters, TV-chucking and a brilliant Create-a-Player mode. Best wrestling ever!

On the character biography screens, push down on the analogue stick to select the wrestlers alternative uniforms. You can also rotate them like this.



Yoshi's Story

Nintendo £50 N64 15 ● 86% ● TW

Surprisingly, a Nintendo game that lacks both ingenuity and longevity. But it's amazing to play and beautiful to look at.

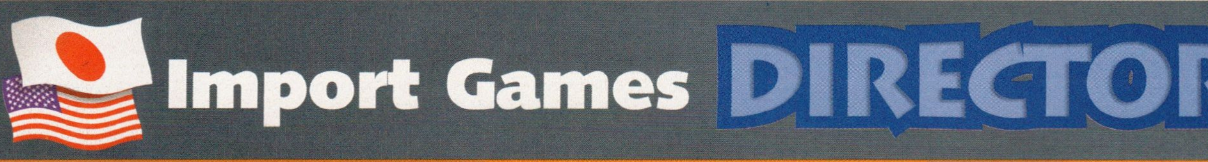


To find the white Yoshi, work your way through level 3 until you find poochie yapping at a red pipe you can't reach. Go down the next red pipe and look for the ? bubble. Voilà!

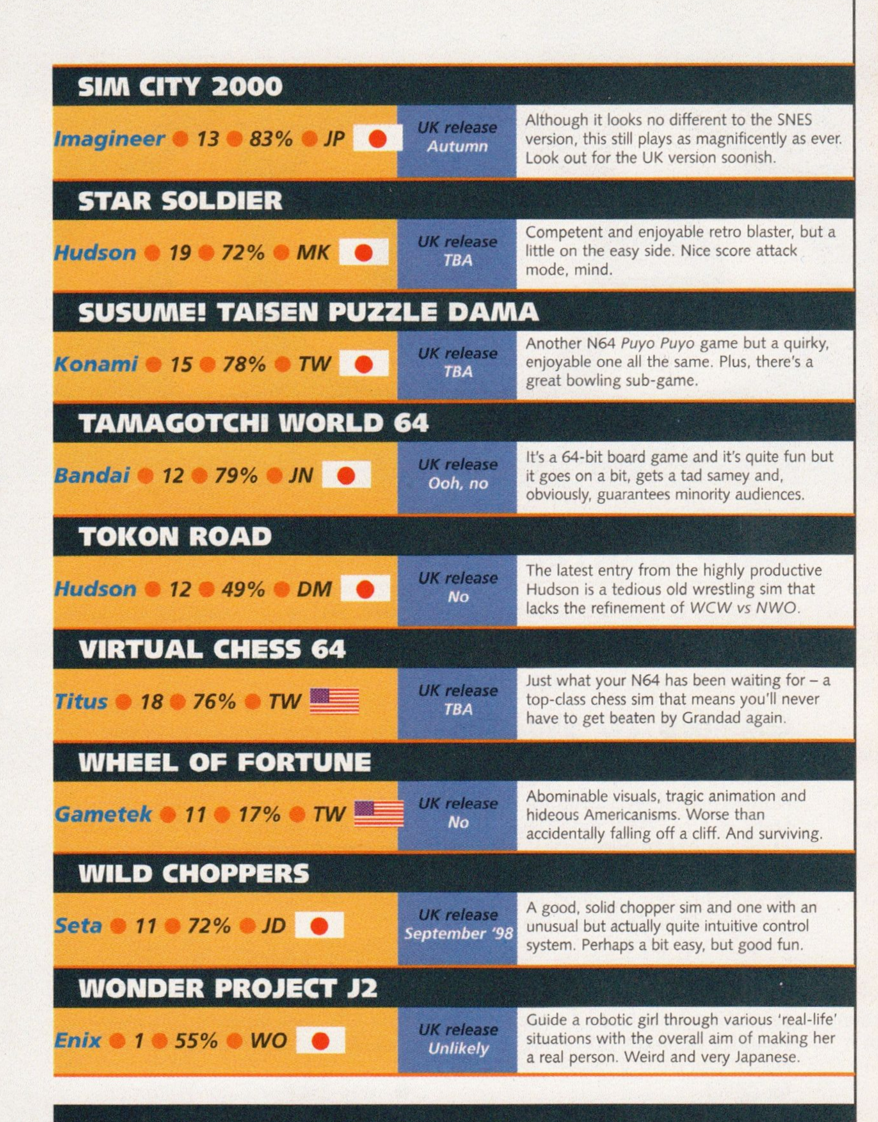
don't forget!

N64 Magazine has its own little corner of the information superhighway at *www.futurenet.com*
You'll find the lowdown on the latest issue of **N64** Magazine along with reviews, previews and even a chat page.





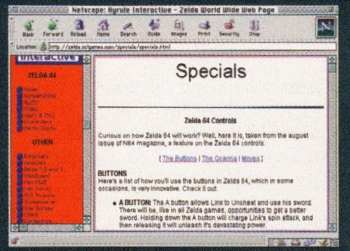
1080° SNOWBOARDING (N64 Star)	Nintendo	14	89%	JA	Japan	UK release Winter '98	Not an immediate hit, *1080°* will take time and perseverance. Its utter brilliance, though, just has to be admired.
64 O-SUMO (N64 Star)	Bottom Up	11	90%	ME	Japan	UK release Unlikely	Sumo it may be, but Bottom Up have turned Japanese wrestling into a stonkingly fine, fun-filled fat-fest.
AIR BOARDER 64	Human	16	62%	TW	Japan	UK release August	An unusual and quirky little game, but there's no proper objectives and no real challenge. Looks great, plays boringly.
ART OF FIGHTING TWIN	Culture Brain	12	78%	DM	Japan	UK release TBA	A simplistic beat-'em-up but one with some charm and, given the dearth of quality N64 fighting games, not a bad proposition.
AUGUSTA MASTERS '98	T&E Soft	14	47%	JP	Japan	UK release TBA	Your N64 could run this with the power off. A very poor conversion of a dated game design to be avoided at all cost.
BIO FREAKS	Midway	18	76%	JP	USA	UK release Autumn	Graphically impressive beat-'em-up that'll delight most casual players, but is more likely to disappoint *SF2* purists.
BOMBERMAN HERO	Hudson	17	66%	TW	Japan	UK release Autumn	Strangely compulsive at times, but not much of an improvement over *Bomberman 64*. No multiplayer mode at all.
DENRYU IRAIRABOU	Hudson	12	65%	JN	Japan	UK release Ha! No	*Denryu* is a console-based version of the game at fetes with the copper stick and wire. It's up to you.
DEZAEMON 3D	Athena	19	82%	MK	Japan	UK release Unlikely	A complete shoot-'em-up development kit stuffed onto a cart. Tricky, but great fun.
DORAEMON	Epoch	2	60%	TW	Japan	UK release No	A slightly linear, slightly confusing and all-too-tedious *Mario* clone. Perhaps more suited to your younger brother or sister.
FAMISTA 64	Namco	11	68%	TW	Japan	UK release No chance	Not quite the Namco debut we were hoping for, but probably just about edges it as far as baseball games go.
F-ZERO X (N64 Star)	Nintendo	19	91%	JA	Japan	UK release November	The fastest racer on earth, and one of the most exhilarating four-player experiences you can buy. Sublime.
G.A.S.P! FIGHTER'S NEXTREAM	Konami	15	52%	MK	Japan	UK release TBA	It's frightening when developers like Konami can't get it right, but *G.A.S.P!* is another appalling attempt to emulate *Tekken*.
THE GLORY OF ST. ANDREWS	Seta	1	58%	TW	Japan	UK release No	The N64's first golf game lacks any redeeming features whatsoever. A ropey graphical engine and dodgy controls.
JANGOU SIM MAHJONG DO 64	Video System	7	69%	JD	Japan	UK release Never EVER	So, the best mah jong game yet? Well, probably, but does it really matter? It'll probably fly off the shelves in *ker-razy* Japan.
J-LEAGUE DYNAMITE SOCCER	Imagineer	8	66%	TW	Japan	UK release No	What chance has a sprite game in a world with *ISS64*? This is incredibly basic but persevere and you might get some joy.
J-LEAGUE ELEVEN BEAT	Hudson	10	52%	TW	Japan	UK release Nope	While *Dynamite Soccer* was an ugly but enjoyable fat-bloke football game, *Eleven Beat* is plain ugly. One word: *ISS64*.
J-LEAGUE PERFECT STRIKER (N64 Star)	Konami	1	89%	TW	Japan	UK release Now (as ISS64)	Konami prove their footballing dominance with a magical soccer sim. Breathtaking animation and a plethora of fantastic moves.
JEOPARDY!	Take 2	16	9%	MK	USA	UK release Pray, no	Less a game and more a vile disease, *Jeopardy* is monstrously bad. So ugly that, if you look at it, you'll turn to stone.
JIKKYOU WORLD CUP '98 (N64 Star)	Konami	18	91%	TW	Japan	UK release Autumn (as ISS '98)	*ISS '98* in all but name, this Japanese version boasts an official World Cup '98 licence. And it's *still* the best footie game around.
KING OF PRO BASEBALL	Imagineer	1	68%	TW	Japan	UK release No	The super-deformed players are entertaining for a while but the slow runners and super-skilful CPU will eventually get you down.
MAH JONG 64	Konami	1	69%	WO	Japan	UK release No	If you've never played mah jong this would be a very tough way to learn, with its copious Japanese text.
MAH JONG MASTER	Koei	3	65%	JD	Japan	UK release Never	More of a beginners guide to the game than previous efforts. The heavy reliance on Japanese text makes it a bit tricky though.
MAJOR LEAGUE BASEBALL	Nintendo	18	74%	MK	USA	UK release No	Fast paced baseball action with players who must have fallen out of the ugly tree, hitting every branch on the way down.
MK MYTHOLOGIES: SUB ZERO	Midway	11	9%	JD	USA	UK release Out now	Worse than *Wheel of Fortune*, *MKM* could only be less enjoyable if it intermittently squirted sulphuric acid into your face.
MORTAL KOMBAT 4	Midway	18	84%	MK	USA	UK release September	A welcome return to form for the vintage *MK* series, with excellent 3D graphics and the usual bucketload of comical gore.
OFF ROAD CHALLENGE	Midway	19	21%	JA	USA	UK release September	Loathsome racer which graduated from the *Cruis'n USA* school of unplayability with first class honours.
PACHINKO WORLD 64	Hewia	13	12%	TW	Japan	UK release Um, no	Pachinko is like pinball without the skill and this console version doesn't do it any further favours. So dull, death seems enticing.
POWER LEAGUE 64	Hudson	7	42%	JA	Japan	UK release No, thanks	We've got nothing against baseball although it is, plainly, tedious but this effort from Hudson is tragically awful.
POWER PRO BASEBALL 4	Konami	3	54%	TW	Japan	UK release No	The fourth in Konami's series of baseball games, this went ballistic in Japan but we don't rate it as highly as *King of Pro*.
POWER PRO BASEBALL 5	Konami	17	78%	MK	Japan	UK release No	Improved again with a tweaked game engine and a strangely enjoyable RPG section. Strictly for fans of Japanese weirdness.
PUYO PUYO SUN 64	Compile	10	80%	ZN	Japan	UK release Maybe	You didn't buy your N64 to play this but it's still rollickingly good fun. So, if you're rich, try it on for size.
QUEST 64	T•HQ	18	71%	JP	USA	UK release August	The N64's first proper RPG is enjoyable but lightweight. The battle system is good, but the rest looks rather unfinished.



SIM CITY 2000						
Imagineer	13	83%	JP	UK release Autumn	Although it looks no different to the SNES version, this still plays as magnificently as ever. Look out for the UK version soonish.
STAR SOLDIER						
Hudson	19	72%	MK	UK release TBA	Competent and enjoyable retro blaster, but a little on the easy side. Nice score attack mode, mind.
SUSUME! TAISEN PUZZLE DAMA						
Konami	15	78%	TW	UK release TBA	Another N64 *Puyo Puyo* game but a quirky, enjoyable one all the same. Plus, there's a great bowling sub-game.
TAMAGOTCHI WORLD 64						
Bandai	12	79%	JN	UK release Ooh, no	It's a 64-bit board game and it's quite fun but it goes on a bit, gets a tad samey and, obviously, guarantees minority audiences.
TOKON ROAD						
Hudson	12	49%	DM	UK release No	The latest entry from the highly productive Hudson is a tedious old wrestling sim that lacks the refinement of *WCW vs NWO*.
VIRTUAL CHESS 64						
Titus	18	76%	TW	UK release TBA	Just what your N64 has been waiting for – a top-class chess sim that means you'll never have to get beaten by Grandad again.
WHEEL OF FORTUNE						
Gametek	11	17%	TW	UK release No	Abominable visuals, tragic animation and hideous Americanisms. Worse than accidentally falling off a cliff. And surviving.
WILD CHOPPERS						
Seta	11	72%	JD	UK release September '98	A good, solid chopper sim and one with an unusual but actually quite intuitive control system. Perhaps a bit easy, but good fun.
WONDER PROJECT J2						
Enix	1	55%	WO	UK release Unlikely	Guide a robotic girl through various 'real-life' situations with the overall aim of making her a real person. Weird and very Japanese.

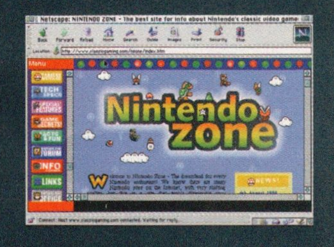
Recommended web sites

Waiting for *Zelda*, or just waiting for Nintendo Zone to load?



Hyrule Interactive
zelda.solgames.com
Can't wait for Zelda? Neither can we, and neither can the authors of Hyrule Interactive, by the looks of things. It's a website completely devoted to Zelda games past and future, and features pictures and music, as well as regular news on the progress of the game in Japan. We're promised that as soon as Zelda is released, Hyrule Interactive will have a playing guide translated from the Japanese to help confused Western gamers navigate Link's strange new world. There's a Zelda screen saver for Windows 95 in there too, so PC owners can brighten up their desktop with Ocarina-related patterns, and a control guide "borrowed" from this very magazine.

Nintendo Zone
www.classicgaming.com/nzone/index.htm
Grindingly slow, but filled with interesting information about Nintendo machines from the NES to the Virtual Boy. It's a retro site of course, so there isn't too much on the N64 front, but if you're still trying to find the secret areas in the original Mario games, or if you need help with Super Tennis, then this is a good place to start looking. You can also wallow in nostalgia by checking out the rest of the classic gaming site while you're there. Big, it is.





N64 MAGAZINE CON

GAMES FOR SALE

● *Top Gear Rally* (PAL) £35. *Super Mario 64* (NTSC) £30. Both as new. Call Trevor on 0181 656 5851 (evenings). May swap for other games.

● *Top Gear Rally*, three months old, excellent condition £30 – 35 ono. Call James Dawson on 01706 821427.

● *GoldenEye 007*, good condition and fully boxed with booklet £35. Call Martin Bristow on 01248 811256 (evenings).

● Find out where it all began; N64's Grandpa the NES. Large selection of NES carts. Send an S.A.E. to N. Marshall, 11 Oaklands Road, Froombridge, Tunbridge Wells, Kent. Tel: 01892 864523

● *Turok: Dinosaur Hunter* for N64 £30 ono. May swap for GOOD game!! Call Mark on 0161 633 8663.

● *Wave Race*, *Mario*, *Mario Kart* £35 each. *Lylat Wars* with rumble pak £40, 1Mb memory pak £10. All boxed. Call Justin Jones 01707 391001.

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● *Go!!! Go!!! Troublemakers*. No instruction booklet. Only £26.50. Tel: 01232 290088.

● *Mario Kart* £40. I know everyone's got it but this one has no instructions and a damaged box which makes it much more enjoyable! Tel: 01934 620459.

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GAMES WANTED

● Wanted! *Mario* for N64 for no more than £25. Phone Christian on 01758 701189 after 4pm.

● SNES RPG's, good price paid, especially *FF2/3* (US) £12 – 15. Others also wanted. email Lawrence Newcombe@dial.pipex.com. Call Lawrence on 01223 509076.

● N64 games wanted for £30 or under. Plus I have a blue monkey cuddly toy for £3 with its own banana. Call Simon on 01795 890581.

● Wanted: Issue 9 of **N64** Magazine in good condition. I have old issues of Total and Edge for sale. Call Robert on 01203 302043.

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● *Snowboard Kids*, *Mario Kart* and *Lylat Wars* for sale. £37 each or swap for *Goemon*, *ISS* or *WCW vs NWO*. Call 0171 2726438 and ask for David.

● *Extreme G* to swap for *WCW vs NWO*, *Top Gear Rally*, *NBA Pro '98*, *Mystical Ninja*, *Mario 64*, *Yoshi's Story*, *Blast Corps*, *Diddy Kong Racing*, *Fighters Destiny*, *Forsaken*, *Mario Kart 64* or *Madden 64*. Contact Joe on 01304 363282 after 6pm.

● Will swap *Snowboard Kids* for *Pilotwings* or *Wave Race*. Call 01386 45815 and ask for Jon.

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● *Star Wars* wanted will swap with *Wave Race*. Call Barry on 01708 559928.

● *Mario Kart* for swaps preferably *Quake* or *Mischief Makers*. Call S. Murray on 01892 533711.

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● Please swap my copy of *Mystical Ninja* for your *Blast Corps*, *Diddy Kong Racing* or *Mario Kart 64*. Phone Tom on 01256 357335 asap.

● Want to swap *Lylat Wars*. Would swap for *Diddy Kong Racing* or *GoldenEye 007*. Please contact Danny on Middlesex 933 0971.

● *Snowboard Kids* – will swap for *Forsaken*, *Goemon* or *WCW*. Any other offers welcome. Will sell for £30. Box must be good condition. Call Matt on 01273 550140.

● Swap *Extreme G* for *Wetrix* or *Mortal Kombat Trilogy*. Contact Daniel on 01452 537944.

● I want to swap *FIFA '98* or *Wayne Gretzky's Hockey* for *Pilotwings* or *Yoshi's Story*. Call Stephen on 0181 5303002

● *Mario Kart* and *ISS 64*, sell both for £50 or swap for *1080° Snowboarding*. Or *Mario Kart* for £30 and *ISS 64* for £20. Call Greg on 0181 3028816.

● *Snowboard Kids* (UK) swap for *Turok* (UK) with box and instructions or sell *Snowboard Kids* £25 fully boxed in great condition. Phone 01955 603515.

● Will swap *Top Gear Rally* for *Fighters Destiny*, *Forsaken* or *Extreme G*. Willing to pay extra, or *WCW vs NWO*, *Quake* or *Wetrix*. Call James on 01983 565912.

● *Turok*, *Mario 64* and *WCW vs NWO* for any of the following: *Quake*, *Forsaken*, *Wave Race*, *DKR*, *Mario Kart*, *ISS64* or *Fighters Destiny*. Sell for £20 each. I'm friendly. Call Dean on 01489 896548.



PENPALS

● Hello, I'm John Cheung. I'm looking for a penpal aged between 12 and 14. If you like literature, poetry, gardening and classical music DON'T phone. Call me on 0151 648 2042. Or write to John Cheung, The Longcroft, Storeton Lane, Barnston, Wirral LB1 1BU.

● Norway calling! 27yr old boy wants long letter penpals from all over the world. Write to: Jonny Ree, Kolsbergv, 12c 4616 Kristiansan, Norway.

● I'm looking for an experienced gameplayer to talk about games and the N64. Call or fax Tom on 01304 613585.

● My name is Ryan. I am from N. Ireland, I am 15 and looking for someone to talk about N64 and stuff. Email me at ryanhoran@yahoo.com

● Male, female friends wanted. I am male chinese, university student, polite, considerate and friendly. Anyone welcome to write to me. Quyen, 68 Latimer, Beaconsfield Road, London. SE17 2EW.

● 13 year old Nintendo and Japanese animation enthusiast, looking for penpal aged 11 – 16 years. Call Peter Buckley on 0116 2695086 or write: 30 Stancliff Road, Leicester. LE4 9HP.

● Penpal wanted! Preferably an N64 expert! Please contact Douglas Oakman (12 yrs) on 01222 707087 or 75 Plymouth Road, Penarth, Vale of Glamorgan CF64 3DE.

● I'm ten years old and like football. If you want to be my penpal, please write to Andy Lennox at Polvinister Farmhouse, Oban, Argyll, Scotland.

FANZINES

● Hyper Solutions issue 1 – Massive solution to *Broken Sword* (PSX), A – Z cheats for PSX/N64 £1 to Julian Humphries, Hulse Ground Farm, Little Faringdon, Lechlade, Glos. GL7 3QR.

● *GoldenEye* strategy guide – each level fully mapped out. Multiplayer tips as well. Only £3.99. I also have guides for *Mario*, *Mario Kart*, *Diddy Kong Racing* and *ISS64*. For details call Gary on 0131 6630514.

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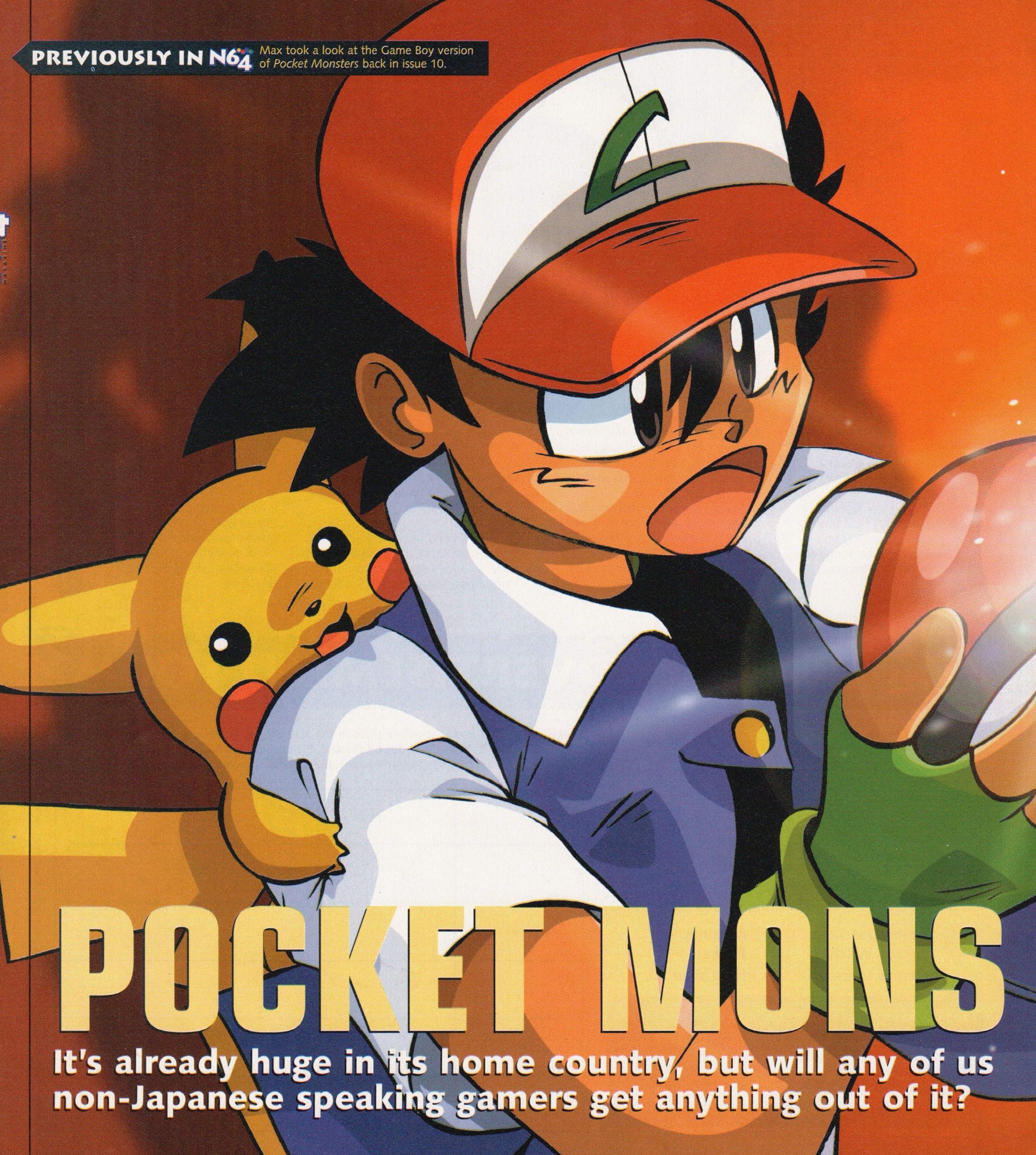
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PREVIOUSLY IN N64 Max took a look at the Game Boy version of *Pocket Monsters* back in issue 10.



POCKET MONS

It's already huge in its home country, but will any of us non-Japanese speaking gamers get anything out of it?

N64 MAGAZINE STAR GAME

by Max Everingham

TERS STADIUM

You may not have liked the sound of Mr. Yamauchi's speech at 1997's Space World. You may be feeling distinctly uncomfortable about the direction that Nintendo appear to be heading in, but when it comes to Japanese kids the big N know their market like nobody else.

You see, with the triumphant arrival of *Pocket Monsters Stadium*, Nintendo have given the proverbial nail an almighty smack on the head. Like it or not, the quirky Nintendo marketing machine has been proven right once again in Japan. In spite of Western reservations to the contrary, the notion of turning the little monsters you've been carefully nurturing on your primitive Game Boy into blindingly colourful, special-effects-laden N64 versions of the same, is overwhelmingly popular. There was such demand for the game (with pack-in Game Boy cart converter) that I had the distinct pleasure of swanning into the store about three hours after it opened, walking up to the counter and requesting my copy, while an audience of little kids looked on with their mouths hanging open in shock and disappointment, tears welling in their wide little eyes. Ah, such bliss.

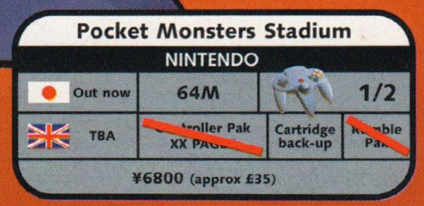
Now, don't get me wrong, I like kids, but hey, if they were dumb enough not to reserve themselves a copy, they had it coming to them. Heh heh heh. Within minutes of opening their doors, games stores all over Tokyo had sold out of *Pocket Monsters Stadium*, which, I'm sorry to report, cannot be said for the N64 in general.

But with *Pocket Monsters* not even a factor in the UK, you may well be wondering what on earth the fuss is about. Well, *Pocket Monsters Stadium* is either a bloody fabulous idea, or a terribly cynical marketing move. What it does, is builds on an already huge gaming hit (*Pocket Monsters* on the Game Boy), elaborates a bit, and then, nothing, actually. But 64-bit conversions are no crime and indeed are often demanded by the gaming public – Nintendo has relied on this fact to a remarkable degree with the N64 already, after all. So, *Stadium* takes the winning formula, sticks it back in the cauldron, chucks in a few frogs' legs or perhaps less easily recognisable bodyparts, and hey presto! A new game.

But that's not quite the whole story, because *Stadium* is not simply a re-work of *Pocket Monsters*. The Game Boy game is as much an RPG as it is about hatching and nurturing monsters, whereas *Stadium* is a quite distinct, albeit linked, environment. And for that reason, and this is where the cynical perspective falls down a bit, both *PM* games are necessary to fully exploit the concept. Put another way, *Pocket Monsters* is where you raise your furry gladiators, but *Pocket Monsters Stadium* is the Coliseum where they prove their warrior credentials.

To be honest, I'm pretty relieved about this parting of the ways. You may remember, from the *Pocket Monsters* feature I wrote back in issue 10, that the RPG part of the game can be quite taxing, particularly if you weren't fortunate enough to be born in Japan, to Japanese parents. Lots and lots of text, you see. But *Stadium* takes the pain away, and in its place presents you with an interface not unlike those found in the fighting sections of, lets face it, nearly every other turn-based RPG you've ever played. Want to know how it works? Walk this way…

GO! GO!



Pocket Monsters Stadium			
NINTENDO			
Out now	64M	1/2	
TBA	...troller Pak XX PAG...	Cartridge back-up	R...mble Pa...
¥6800 (approx £35)			

BADGERS
In Tournament mode, you (the trainer, or Ash as he'll be known in the western version of *Pocket Monsters*, now labelled *Pokémon*) wear a rather sad fishing hat (the kind of thing in vogue just now with the rapper yoof), and for each victorious round in battle, you are awarded a shiny new button badge to pin on your hat. Kind of like the scouts, only you have to knacker monsters instead of light a campfire with two sticks.
You can transfer your successes back to the Game Boy cassette too, if you like.

THE DUFFER'S GUIDE TO PO



Well this guy certainly speaks fluent Japanese, but do you?

For a successful import title, the true acid test of accessibility has to be if you can get into the game without understanding a word of Japanese – what happens if you just press the A button at every prompt? Well, as long as you're not using a Game Boy cassette, and you're happy with the default set of monsters that come with the game, pressing A all the time works admirably, taking you straight through to the monster selection screen. From here, each selectable fighter is listed with a corresponding

DIVING IN

My comment on text doesn't stand for the start-up screen, unfortunately, so perhaps that's a good place to begin. The frogs legs must have done the trick, because you can see straight away that Nintendo have come up with a fair few options for the *PM* fan, taking advantage not only of the vastly-increased processing power at its disposal, but also of the storage space. Here's what you see:

At start-up, the machine looks for a Game Boy cartridge in the 64GB Pak add-on. If it doesn't find one, it asks you to insert one, or else continue without. The provision of 40-odd monsters on the N64 cart means that you don't need to have your own brood on a Game Boy version, but if you do choose to continue without, only the 'Battle' and 'Options' boxes are selectable from then on. This means that you can fight, but the whole management aspect of the game is denied you, probably a good thing for anyone wanting to jump right into the action but true *PM* aficionados are going to need the Game Boy cassette too.



Access the GB menu to download all your hard earned monsters.



The GB Pak in all its translucent glory. A quality bit of kit.

MONSTER WORDS

Looking back at the main menu, a little translation is in order:

1. Battle
Let the battle commence! This is the main game, offering either Tournament, or Free-battle mode.

2. Off
Curiously, it allows you to switch off the Pokemon Operating System. Quite why, is beyond me.

3. Seiton
Literally 'to put in order', this option allows players to redistribute their stocks of Pocket Monsters between the stockroom, GB and N64 cart, placing them in 'boxes'; four on the N64 and eight on the GB cassette. This is great for gathering monsters of similar abilities, type or appearance to aid in the formulation of your battle strategy. It can also be used to transfer items (such as healing potion or monster balls) to the N64. Rearranging affects the data on both carts.

4. Zukan
Or 'picture book'. A Nintendo favourite here, showing the basic physical characteristics of all the PMs you've encountered thus far on your travels (in the GB game), plus visual information on the creature's natural habitat.

5. GB
Just in case you worry about wearing out all those hard-working 64 bits, here you can play your weeny GB game in sort-of half Technicolor. Also essential for registering your presence in the first instance.

6. Ichiran
Meaning 'A brief look', this is basically a text-only version of all your stockpiled monsters, giving all the statistics you can eat in one huge great list. Yum.








CKET MONSTERS STADIUM

controller button, so it's pretty obvious how to proceed. If, however, you have your own GB game and are using the GB Pak add-on, the plan falls apart a bit. If, as happened to me, your pathetic attempts at monster-growing haven't yielded enough monsters to make a team, then pressing A only works up as far as the team-selection screen. Here, a simple push down on the D-pad resolves the crisis as you snaffle someone else's menagerie. Hah! All in all, though, a good result for the non-Japanese.

Here's where you select your team of six monsters. Rifle through everyone else's collection and steal the best ones for yourself.



The stadium arena is where the real meat of the action occurs.



7. Temochi
'Stocks'. Used to confirm the stocks remaining on your Game Boy cassette. This is the place to bone up on each of the monster's special attacks and corresponding button configuration.

8. Touroku
Registration, where you can enter the teams from the Game Boy stocklist, see which ones are already registered, and remove them from competition.

A wealth of options then, and at first glance it's difficult to tell the difference between them. Bear in mind, though, that millions of little Japanese kids have sacrificed countless after-school stock-market analysis classes in order to give their fullest attention to the capture, sustenance and development of the ultimate *Pokemon* battle squad. It's going to take time.

DEEPER AND DEEPER

But for the full PMS experience (don't you wish they'd thought about that abbreviation?), this is what you must do:

The message says 'Go' to the Pokemon centre on the Game Boy version and make a report. If you don't go, you can't use some of the monsters' capabilities.



Select this option (GB) from the main menu screen.



This says 'You can play the Game Boy version on the N64 here. Do you want to?'. Say yes.



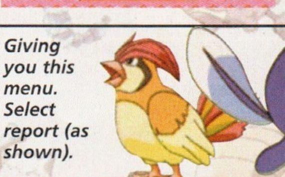
Reverse thrusters! Like Big Blue playing a game of noughts and crosses.



As the game starts up, data is downloaded from your Game Boy cart to the N64 cart.



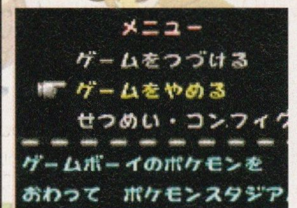
And you're in! You could resume your GB game, but you're here to make a report, so, press Top-C as instructed at the base of the screen.




Giving you this menu. Select report (as shown).



The report statistics are transferred to your N64. Then you get this screen, so select 'Return to game', as shown.



Back where you started, only now your Game Boy monsters can be downloaded for battle in the stadium




RESULT: ***you have now 'registered' PMS with your Game Boy version, and all systems are go!***

GO! GO!

TOP TIPS
The manual features a few handy guidelines for the truly monstrous victory:

If you raise a monster yourself from a low level, taking time to nurture it in battle and giving it rest and so on, it will grow to be stronger than if you'd just snapped one up that was at a high level to begin with.

An easy way to get more monsters is of course to swap with your mates, or preferably just nick them – but if you do, be warned that their powers will not increase at the same rate as if you'd raised them yourself. Cunning, eh?

Pay attention to the monster and attack types (Earth, Water, Electric, Stone, Ice, etc.), and how each affects the other. Maximum damage can only be wrought on an 'appropriate' type – for example, Pikachu, as an electric-type, will inflict severe damage on a water-type. When he inflicts any damage at all, which is not often.

ONCE MORE UNTO THE BREACH

And so, into battle. You have two options, 'Free battle' and 'Tournament'; similar, but governed by different rules. Both ask you to choose between fielding the 40 pre-registered fiends just on levels 1-30 or on levels 50-55; so it's basically a level-difficulty option. They both also then require you to determine the order in your fiends will enter the ring and do battle on your behalf.

'Free battle' is like a quick-start, with no restrictions on level and, when playing against the CPU, you can choose its level of monsters – an ideal way to start and learn the game. Tournament mode, on the other hand, requires that you nominate only three of the six combatants. This can be quite a lucky dip, since although you can see your opponent's team, you have no idea which ones they've chosen and, as you'll see later, match-ups are crucial.



Select your team's running order. Any three from six will do.

A warm welcome to Pocket Monsters Stadium. Could be a real scorcher.

'Tournament' is a bit like the *Tekken* team battle mode but here, three strikes and you're out.

If you're not too tired after all this preparation, you can strike forth and enter the arena. The game takes you into a spinning, top-down view of the stadium and zooms to a scoreboard crackling with flames reminiscent of the Olympic torch. The two fighters face off against each other in a space resembling a Sumo 'dohyou' – the circular sand-covered ring you've no doubt seen on telly. Control is straightforward: A to elect to attack, 'R' to confirm, then press one of the buttons to launch an offensive. There are usually two aggressive attacks and two more passive ones – a 'blizzard attack', or 'Megaton punch', for example, alongside recuperative actions such as 'hard stare', 'growl' or even 'sleep'.

The visual effects really earn the moniker of 'special'. At times, the whole



Making a really good entrance is half the battle. Strike a pose, honeybunny!

screen is filled with immensely gratifying explosions of colour and not the usual standard fare, either. Nidoking's earthquake attack sends out a terrific shockwave which then smashes the ground beneath his adversary's feet into huge chunks of earth. Rujura, a fat blonde woman in a gaudy red operatic-style outfit favours blowing you a big kiss, which, hilariously, sends the recipient to sleep. She then launches an endless barrage of magic attacks which drain the luckless foe's energy entirely away. In opposing corners, on-screen status boxes give essential data on the monsters – in particular, the HP, or hit-point tally and the status. At the outset, the status is normal, but can change to 'poisoned', 'burnt', even ''immobilised'. This last one renders your opponent totally ineffective, allowing unopposed assaults and often an easy win – and if poisoned, the victim tends to stagger around a lot between bouts, with the ill-effects of the poison lasting a considerable time.

Throughout the bout, an excitable commentator gives an amusing and very hyper blow-by-blow account of proceedings, which is great until your attack misses and he sounds just a little too gleeful about your failure. Nevertheless, the commentary puts the erratic

VISUALS *At times, the whole screen is filled with immensely gratifying explosions of colour...*

Evil Orange Pikachu and his moody stare.

THE ART OF WAR

Attacks are legion and look the part:



Chinese dragon creature specialises in water attacks.

There's a different effect for every different attack in the game.

Bzzzt. Electric attacks are best used against water monsters.

How do I look? Is my hair okay? C'mon, you can tell me.

– BATTLE!





△ *Wooo! This one's a real crowd pleaser, isn't he? Wonder if he's already got an agent.*



Here's where you can select who fights against who. Anyone for Pocket Monsters? ▷

sportscasters in some other games to shame – here, the observations are timely, informative and impressively accurate, greatly intensifying the atmosphere. His ejaculations account for a good deal of the sound effects in the game, but they are set against a racy, albeit unambitious soundtrack, interjected with the noise of the projectile attacks.

PMS is chock-a-block full of wonderful little touches: if, for instance, you put down the controller and wander off to make a coffee, or just need to catch your breath between bouts, the PMs keep busy by growling, bellowing and otherwise trying to intimidate their opponent. My favourite is Putera, a kind of winged gargoyle, who winds his whole little grey body up and then unleashes the kind of screech which curdles blood.

Similarly, the animations of the characters 'dying' can be quite amusing. The winged beasts tend to flail around a bit then dive melodramatically to the ground, whilst others sort of crumple up and keel over. This attention to detail adds tremendously to the impression of a grudge match and it's fun just to watch them go at each other. Good stuff.

Overall, then, the game cultivates an atmosphere of tangible excitement – considering that I'm roughly 20 years older than the intended target audience, yet still felt a little shiver of pleasure as my PM trounced the CPU's pitiful offering, I'd say that Nintendo have quite an achievement on their hands. I can only imagine how excited a young kid, who's spent the last six months of his life building up his collection of monsters on the rather drab monochrome Game Boy version, must be to see those same monsters transformed into the huge, seething, bellowing, full-colour war-mongering animals that *Stadium* permits.

Scanning newsgroups and chat-rooms on the Net, you get the impression that gamers are becoming very self-obsessed, demanding character realism and more, more, more of everything, while the issue of gameplay often gets overlooked. They're games, right? And games are meant to be fun. So yes, *Stadium* is full of monsters which look maybe a bit too cuddly to be truly intimidating and yes, the famous Nintendo primary colour palette is out once more, but this is a really, really fun game. It got the thumbs up from a 30 year-old gamer who started with *Pong*, a young woman who is rarely impressed with any game at all and a two-year-old who plays *Mario* better than most of my mates. *Stadium* is like Top Trumps come to life, but with serious firepower. What more could you want? Ⓝ

So, is this a review or what?

Hmmm... As you've no doubt by now, *Pocket Monsters Stadium* is simply so Japanese it's very difficult for us to give it an accurate, sensible rating – all but a tiny handful of British N64 owners simply won't have a clue as to what's going on in the game.

But if you're a scholar of Japanese pop culture, and a big Pocket Monsters enthusiast, this is what we think the game merits.

For the remaining 99.9% of you, we'd advise waiting for the official *Pocket Monsters* bandwagon to hit the UK. The original Game Boy version is due out over here early next year, and will hopefully be followed shortly afterwards by *PMS*, complete with GB Pak.

N64 MAGAZINE STAR GAME

9 VISUALS
I'd put the game on just to watch the flying monsters do their stuff – superb animation and visually-powerful attack sequences.

7 SOUNDS
The commentary ups the pace and keeps tension high – but the background music lets this one down a bit.

10 MASTERY
Well look, it simply couldn't work on any other hardware. Seamless, imaginative tie-up with the Game Boy version; sheer genius.

7 LIFESPAN
Revise to 10 if you're under 10 years old. Different every time and loads of management options.

VERDICT
More excitement than one person should have in a day. If you're a Pokemon fan, this will breathe new, fiery life into the series for you.



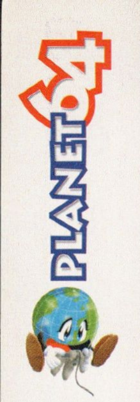


△ *Hey everybody – it's Mickey Mouse! Isn't that a trademark?*

◁ *Scary upside down monster sticks to the ceiling as only a scary upside down monster ever truly can.*



△ *Look into my eyes, little ones. You are feeling very nauseous. You are all my children now. Want to see a puppy?*



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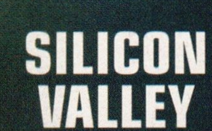


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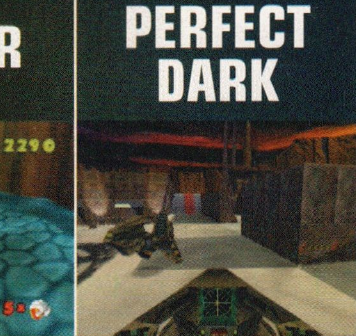




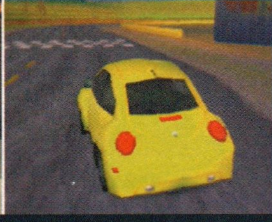
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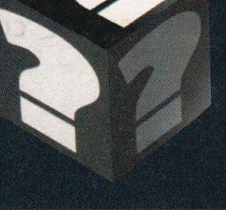
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N64 MAGAZINE



The N64 Magazine Quiz

There's no quizness like showquizness! Er, yeah. Win £50. Ahem...

WIN!! £50!!

Trust no one, is what that X-Files film is saying at the moment. Well, let us just say, you can trust us. We're kosha. We're pucker. We've got (wink) X appeal. (*Sacked!* – Ed)

No, seriously, there's nothing more certain in life than the fact that **N64** is eventually going to come to an end. All good things, as they say, have to come to an end. Especially if Martin and his favourite kitchen knife have got anything to do with it. Shudder, eh?

Anyway, to try and brighten everything up a bit, we've set you another ten deadly difficult questions to paddle through, with an UNFATHOMABLY MASSIVE 50 nicker prize at the end, dangling like a carrot. All you have to do is follow the yellow brick road that is these 10 conundrums and then scribble the answers onto the cut-out-and-send form below.

Then, as always, we'll pick out a lucky winner. Get thinking...

Q1. What three bands have contributed to the *Wipeout 64* soundtrack?

Q2. Which famous gaming mind is coming to the UK in September?

Q3. What score does *F1 World Grand Prix* receive in this very issue?

Q4. How many games, featured this issue, have come from Konami?

Q5. After *Body Harvest* and *Silicon Valley*, what's the name of DMA's next N64 game?

Q6. What does *SCARS* stand for? Super Computer ________ Racing ________ ?



Q7. Rogue Squadron is the second Star Wars game for the N64. What was the first?



Q8. Which character in *Bio Freaks* belongs to a circus?



Q9. Name the female character in *ODT*?

Q10. How long did it take us to complete *Cruis'n World*?

WINNER!
Last month's brain-tastic know-all was Ian Warner of Slough. £50 a-cometh!

The N64 Quiz — My answers are as follows:

1. PC MUSIC, FLUKE, THE PROPELLER HEADS
2. MIYAMOTO
3. 93%
4. FOUR
5. WILD METAL COUNTRY
6. ANIMAL, SIMULATION
7. SHADOWS OF THE EMPIRE
8. PSYCLOWN
9. JULIA CHASE
10. UNDER 30 MINUTES

Good, no? Oh, and you'll probably be wanting this too...

Name ________ Address ________

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How To Enter

The quiz needs to be done by pen. Now scribble the following onto an envelope:

Good Golly Quiz Folly: The Revenge N64 Magazine, 30 Monmouth Street Bath BA1 2BW.

Rules

1. The closing date for entries is October 10th 1998.
2. Employees of Future Publishing may not enter.
3. The Editor will pick the winning entry out of his Canadian-bought shoes, which smell of maple syrup. As always, his decision won't be accompanied by a smile.
4. The £50 will be in sterling. Not South African Rand.

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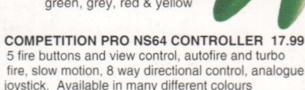
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Sept 11	Mission Impossible	N64
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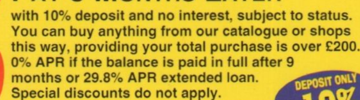
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20 OCTOBER 1998

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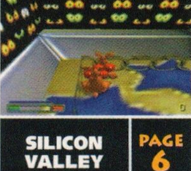




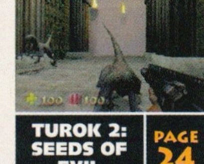
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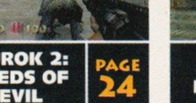


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